

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 4.1**

# PRUSSIAN EMPIRE



**Fleet Quality = 3**

## PRUSSIAN EMPIRE MODEL ASSIGNED RULE

### **Blitz**

*Prussian combat doctrine encourages hard-charging deep into the enemy ranks where the massed fire of the Prussian guns can cause untold havoc. To ensure their forces reach the enemy, Prussian Commanders have perfected a form of blitz tactic that greatly increases their squadron's speed at critical points of the battle.*

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

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<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

<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<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.

## 0-1 ICE MAIDEN BATTLE GROUP

<b>Medium Squadrons</b>	2x Donnerfaust Support Cruisers <i>(Lead Squadron)</i>
	2x Havel Light Carriers
	1x Donnerfaust Support Cruiser
<b>Small Squadrons</b>	4x Stolz Destroyers
<b>SPECIAL RULE</b>	<i>“Iron Will, Cold Heart”</i> All models in this Battle Group gain the <i>Diehard Crew</i> <b>MAR.</b>

## RAIDING FLOTILLA BATTLE GROUP

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

## SUPPORT FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Rhine Carrier & 3x Wächter Escorts <i>(Lead Squadron)</i>
	1x Metzger Battle Robot
	1x Metzger Battle Robot
<b>SPECIAL RULE</b>	<i>"Forwards Until Death!"</i> All Squadrons in this Battle Group may increase their total movement by +D6" provided the movement subsequently causes the models to initiate a Boarding Assault.

## BOMBARDMENT BATTLE GROUP

<b>Medium Squadrons</b>	2x Adler Heavy Bombers <i>(Lead Squadron)</i>
	2x Havel Light Carriers
<b>SPECIAL RULE</b>	<i>"Lets the skies rain blood!"</i> All attacks made by this Battle Group targeted against Aerial models gain the <i>Punishing</i> <b>MAR.</b>

## BATTLE FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Blücher Dreadnought with 3x Wächter Escorts <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	2x Hussar Gunships
<b>SPECIAL RULE</b>	<i>"Emergency Repair Teams to the Gunnery Deck!..."</i> All Attacks made by this Battle Group that include a <i>Turret</i> ignore Damage Markers present on models involved


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


<b>ARMOURED ASSAULT BATTLE GROUP</b>	
<b>Medium Squadrons</b>	3x Recke Assault Tanks <i>(Lead Squadron)</i>
<b>Small Squadrons</b>	5x Ritter Assault Tanks
<b>SPECIAL RULE</b>	<i>"No Surrender!"</i> All Infantry deployed by this Battle Group gain the <i>Fearless</i> <b>MAR.</b>


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


<b>FORTIFICATIONS BATTLE GROUP</b>	
<b>Large Squadrons</b>	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
<b>Medium Squadrons</b>	1-2 Tower Squadrons
<b>SPECIAL RULE</b>	<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


 <b>BLÜCHER DREADNOUGHT</b>						
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 Broadside</i> s		P+S	<i>Massed Fire Disruption</i>	12	8	-
<i>Tesla Fixed Weapon</i>		F	<i>Disruption</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	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Wächter</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 <b>ELBE FLEET CARRIER DREADNOUGHT</b>						
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 Broadside</i> s		P+S	<i>Disruption Massed Fire</i>	9	6	-
<i>Tesla Fixed Weapon</i>		F	<i>Disruption</i>	16	12	3
<i>Tesla Battery</i>		360°	<i>Disruption</i>	10	8	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3), Elite Crew, Security Posts (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Wächter</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>KAISER KARL BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	9	9	8	4	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	12	9	-
<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>Disruption</i>	12	8	6
MARs	<i>Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Wächter</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 <b>EIDER Mk.I BATTLESHIP</b>						
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>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	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Watcher</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>EIDER Mk.II HEAVY BATTLESHIP</b>						
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 Broadships</i>		P+S	<i>Disruption</i>	7	6	-
<i>Tesla Turret Battery</i>		F/P/S	<i>Disruption</i>	12	11	-
<i>Tesla Turret</i>		A/P/S	<i>Disruption</i>	6	5	-
MARs	<i>Disruption Generator, Elite Crew, Security Posts (3)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Watcher</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>STURMBRINGER SUBMARINE</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	6	6	4	3	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Turret</i>		F/P/S	<i>Disruption</i>	9	8	-
<i>Tesla Turret</i>		A/P/S	<i>Disruption</i>	9	8	-
<i>Tesla Bombard</i>		360°	<i>Disruption Indirect Fire</i>	-	10	7
MARs	<i>Disruption Generator, Elite Crew</i>					





 <b>RHINE ASSAULT CARRIER</b>						
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</i> <b>Broadsides</b>		P+S	<i>Disruption Massed Fire</i>	14	10	-
<i>Tesla</i> <b>Bombard</b>		F	<i>Disruption Indirect Fire</i>	-	12	15
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (2), Elite Crew, Security Posts (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Wächter</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


## MEDIUM NAVAL MODELS

 <b>KÖNIGSBERG BATTLECRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	6	6	6	5	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	6	5	-
<i>Gunnery Turret Battery</i>		F/P/S	<i>Massed Fire</i>	13	7	6
<i>Tesla Battery</i>		360°	<i>Disruption</i>	9	8	-
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Wächter</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>DONNERFAUST SUPPORT CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
11"	5	5	3	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadships</i>		P+S	<i>Disruption</i>	4	2	-
<i>Tesla Turret</i>		F/P/S	<i>Disruption</i>	5	5	-
<i>Tesla Turret</i>		A/P/S	<i>Disruption</i>	5	5	-
MARs	<i>Disruption Generator, Security Posts (2)</i>					


 <b>HAVEL LIGHT CARRIER</b>							
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	<b>Squadron Support:</b> Should this Squadron be taken as a single model it may have 0-3 Naval <b>Wächter</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount						


 <b>HUSSAR GUNSHIP</b>							
Medium Naval Model							
PLAYTEST DOCUMENT					Points		90
					Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP	
11"	5	5	4	4	2	4	
Weapon		Arc	MAR	PB	EF	LR	
<i>Gunnery 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>						


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

# SMALL NAVAL MODELS


 <b>STOLZ DESTROYER</b>							
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						


 <b>ARMINIUS FRIGATE</b>							
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	Disruption	6	-	-	
MARs	Small Target						


 <b>SAXONY CORVETTE</b>						
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>Disruption</i>	4	-	-
MARs	Small Target, Special Forces (1)					

 <b>WÄCHTER ESCORT</b>						
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

 <b>HOCHMEISTER DREADNOUGHT ROBOT</b>						
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>Disruption</i>	15	13	-
<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><b>Horrific Damage:</b> When resolving Boarding Damage, both players roll a <b>D6</b> on the <b>Damage Table</b> rather than <b>D3</b>.</p> <p><b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".</p> <p><b>Weapon Options:</b> this model Must select one of the following options:</p> <ul style="list-style-type: none"> <li>• <b>Donnersturm Maces:</b> This model gains the <i>Punishing</i> MAR on its Boarding Assaults.</li> <li>• <b>Blitzschalg Sword:</b> This model gains the <i>Disruption</i> MAR on its Boarding Assaults and its <b>Restricted Boarding</b> range is increased to 6".</li> </ul>					


 <b>SEYDLITZ MOBILE AIRFIELD</b>						
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 Broadside</i> s		P+S	<i>Disruption</i>	6	5	-
<i>Gunnery Turret</i>		F/P/S	<i>Massed Fire</i>	8	6	3
<i>Gunnery Turret</i>		A/P/S	<i>Massed Fire</i>	8	6	3
<i>Tesla Fixed Weapon</i>		F	<i>Disruption</i>	10	8	4
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3), Disruption Generator, Elite Crew, Security Posts (1)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-2 Armoured Ritter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>STURMPANZER LAND SHIP</b>						
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 Broadside Battery</i>		P+S	<i>Massed Fire</i>	15	9	-
<i>Tesla Broadside</i> s		P+S	<i>Disruption</i>	8	3	-
<i>Tesla Fixed Weapon</i>		F	<i>Disruption</i>	12	7	4
MARs	<i>Combat Deployment (Line Infantry, 2), Disruption Generator, Elite Crew, Security Posts (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-2 Armoured Ritter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					




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


## MEDIUM ARMoured MODELS


 <b>RECKE ASSAULT TANK</b>						
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>Disruption Massed Fire</i>	8	7	-
MARs	<i>Combat Deployment (Assault Infantry, 1), Elite Crew, Independent Move</i>					
Special Rules	<b>Massed Assault</b> – This Squadron must deploy their entire compliment of Infantry at the same time, becoming an Activation in their own right.					


 <b>BS-3 BOMBARD</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		60
				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>Disruption Indirect Fire</i>	-	8	6
MARs	<i>Independent Move</i>					


 <b>CF-4 MEDIUM TANK</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				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>Disruption</i>	5	4	-
<i>Tesla Broadside</i>		P+S	<i>Disruption</i>	4	2	-
MARs	<i>Independent Move</i>					


## SMALL ARMoured MODELS

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


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


 <b>LINE INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
				Move	DR	HP
6"	2	6	5	3	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Independent Move, Small Target					
Special Rules	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					

 <b>SUPPORT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		
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	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.					


 <b>ASSAULT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		
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	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.					


# LARGE AERIAL MODELS


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

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


## MEDIUM AERIAL MODELS


 <b>ADLER HEAVY BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		110
				Squadron Size		1
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>Disruption</i>	8	5	3
<i>Tesla Battery</i>		360°	<i>Disruption</i>	9	7	-
<b>Bombs</b>		360°	<i>Disruption, Hunter (Surface)</i>	14	-	-
MARs	<i>Disruption Generator, Security Posts (2)</i>					
Special Rules	<b>Momentum:</b> This model has a 4" drift move.					


 <b>PFLICHT SCOUTSHIP</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
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>Disruption Hunter (Aerial)</i>	7	5	3
<i>Tesla Battery</i>		F	<i>Disruption Hunter (Aerial)</i>	6	4	-
<b>Bombs</b>		360°	-	6	-	-
MARs	<i>Specialised Defences (2)</i>					

		<b>GEIER BOMBER</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		60
				<b>Squadron Size</b>		2-3
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>2</b>	<b>1</b>	<b>2</b>
10"	5	4	3			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Tesla Battery</i>		F	<i>Disruption Hunter (Surface)</i>	7	5	3
<i>Tesla Bombard</i>		A	<i>Disruption</i>	6	-	-
<b>Bombs</b>		360°	<i>Disruption</i>	7	-	-
<b>MARs</b>		-				

# SMALL AERIAL MODELS


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


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

 <b>ZERSTORER STRIKE BOMBER</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
				Move	DR	HP
15"	4	2	I	I	0	I
Weapon		Arc	MAR	PB	EF	LR
Tesla Bombs		360°	Hunter (Surface)	4	-	-
MARs	Small Target					



# LARGE FORTIFICATION MODELS


 <b>BUNKER COMPLEX</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	9	12	9	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Fixed Weapon</i>		F	<i>Disruption</i>	12	9	6
<i>Standard Turret Battery</i>		F	-	17	11	5
MARs	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (2)</i>					
Special Rules	<b>Defensive Garrison</b> - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


 <b>AIRFIELD</b>						
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	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3)</i>					

# MEDIUM FORTIFICATION MODELS

<b>TURRET TOWER</b>						
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>					

<b>FLAK TOWER</b>						
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	<b>Flak Barrage:</b> Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

 <b>COMMUNICATIONS TOWER</b>						
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	Security Posts (1)					
Special Rules	<b>Communications Array:</b> Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

 <b>GUN TOWER</b>						
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>Tesla Battery</i>		F	<i>Disruption</i>	7	5	-
<i>Tesla Broadside</i> s		P+S	<i>Disruption</i>	6	4	-
MARs	Security Posts (1)					