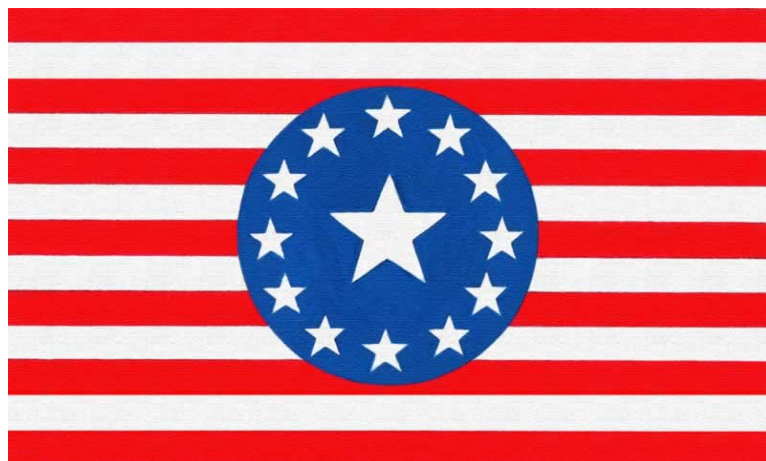


This document contains Model statistics for the **Federated States of America (FSA)**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

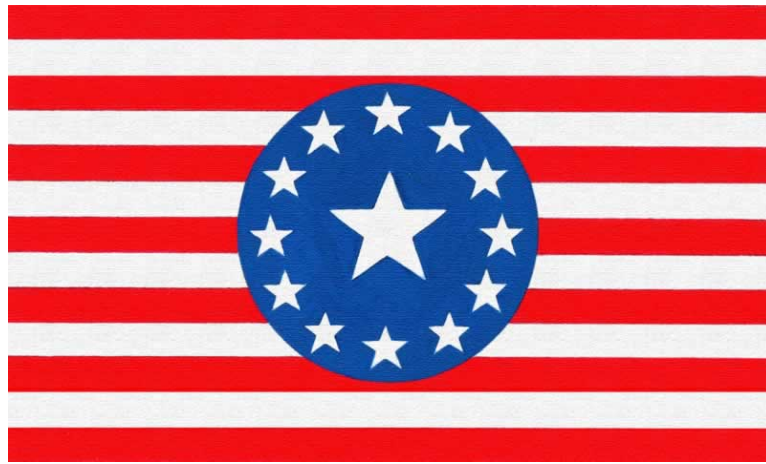
These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at [www.spartangames.co.uk](http://www.spartangames.co.uk) for the latest version of this document.



**Version I**

# FEDERATED STATES OF AMERICA



**Fleet Quality = 2**

## FEDERATED STATES OF AMERICA MODEL ASSIGNED RULE

### **Sharpshooters**

*The American tradition of sharpshooting has its roots in the frontier, where all members of society were expected to attain a certain degree of marksmanship in order to survive. This translates well into the battlefields of the Dystopian Wars where the American ability to snipe at enemy officers and command staff has swung many a boarding assault in their favour!*

When initiating an FSA Boarding assault against an enemy model, prior to the enemy attempting to reduce the FSA Attack Dice Pool with their **Active Defences**, roll a D6.

On the roll of a **3+**, the target of the Boarding Assault gains a *Disorder* Marker. Note this marker will serve to reduce the number of Defensive Hits generated in all aspects of the upcoming Boarding Assault.

## FEDERATED STATES OF AMERICA BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Federated States of America 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 SHADOWHUNTER BATTLE GROUP

<b>Large Squadrons</b>	1x Liberty Heavy Battleship <i>(Lead Squadron)</i>
	1x Boston Submarine
<b>Medium Squadrons</b>	3x Georgetown Cruisers* <i>[*Any combination of Marks]</i>
<b>Small Squadrons</b>	4x Augusta Frigates
	5x Revere Corvettes
	6x Turtle Attack Submarines* <i>[*Deployed by the Boston]</i>
<b>SPECIAL RULE</b>	<i>“Approach by stealth, strike without warning.”</i> All models in this Battle Group gain an Obscured Marker when they deploy. The Marker remains in play until the models activate.

## AERIAL ROBOT BATTLE GROUP

<b>Medium Squadrons</b>	3x John Henry Battle Robots <i>(Lead Squadron)</i>
<b>Small Squadrons</b>	5x Freedom Escort Robots
<b>SPECIAL RULE</b>	<p style="text-align: center;"><i>“If at first you don’t succeed, hit them again”</i></p> <p>All models in this Battle Group gain the <i>Special Forces (2) MAR</i> when engaged in a Boarding Action with an enemy flyer.</p> <p style="text-align: center;"><i>“Off the leash”</i></p> <p>Freedom Escort Robots in this formation do not need to be attached to another squadron. They form their own Squadron of 5 models.</p>

## AERIAL SUPPORT BATTLE GROUP

<b>Large Squadrons</b>	1x Valley Airship <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	4x PYB-2 Sea Planes
	3X Lee Scoutships
<b>SPECIAL RULE</b>	<p style="text-align: center;"><i>“Into the clouds!”</i></p> <p>After completing their Attacks in the Attacks Segment, all Squadrons in this Battle Group may attempt to teach the safety of the clouds by rolling a D6: On the roll of a <b>5+</b>, the Squadron gains an <i>Obscured</i> Marker.</p>

## BOMBARDMENT BATTLE GROUP

<b>Medium Squadrons</b>	2x B-72 Heavy Bombers <i>(Lead Squadron)</i>
<b>Small Squadrons</b>	3x A17 Bombers
<b>SPECIAL RULE</b>	<p style="text-align: center;"><i>“Why drop 100 shells on the enemy when 1000 will do?”</i></p> <p>All Bomb Ordnance from the Squadrons in this Battle Group has the <i>Punishing MAR</i> when targeting models on the <i>Combat (Surface) Height Level</i>.</p>

## COMMAND FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Enterprise Dreadnought with 3x Springfield Escorts <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	2x Princeton Gunships
<b>Small Squadrons</b>	4x Guilford Destroyers
<b>SPECIAL RULE</b>	<i>“Admiral on Deck!”</i> While the Enterprise Dreadnought is on the Tabletop increase your Fleet Quality by 1.

## MOBILE ARMOUR BATTLE GROUP

<b>Large Squadrons</b>	1x Tennessee Land Ship <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Triumph <b>OR</b> Reno Battle Tanks
<b>Small Squadrons</b>	5x Pioneer Small Tanks
	5x Defiance Small Robots
<b>SPECIAL RULE</b>	<i>“Take it to them!”</i> <b>ONCE PER GAME:</b> All Squadrons in this Battle Group may increase their Movement Statistic by D3+2 for a single Game Turn. When the ability is announced <b>ALL</b> models in the Battle Group are affected.

## DREAD-ROBOT BATTLE GROUP


<b>Large Squadron</b>	1x Restitution 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.


## SKY SWEEPER BATTLE GROUP


<b>Large Squadrons</b>	1X Mississippi Mk.II Battleship <i>(Lead Squadron)</i>
<b>Small Squadrons</b>	4x Guildford Destroyers
	4X Guildford Destroyers
	5X Revere Corvettes
<b>SPECIAL RULE</b>	<i>“Ain’t no space in the skies, we filled it with too much lead!”</i> All Attacks with the Hunter (Aerial) <b>MAR</b> have the Punishing <b>MAR</b> when targeting Aerial Models.


<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>	<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


 <b>ENTERPRISE DREADNOUGHT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		350
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	10	10	6	6	16
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Broadsides</b>		P+S	<i>Massed Fire</i>	10	7	-
<i>Standard Turret</i> <b>Battery</b>		F/P/S	<i>Punishing</i>	15	12	10
<i>Standard Turret</i>		A/P/S	<i>Punishing</i>	8	7	6
<i>Rocket</i> <b>Battery</b>		360°	-	12	18	-
MARs	<i>Kinetic Generator, Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 <b>LIBERTY HEAVY BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		250
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	10	5	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Broadsides</b>		P+S	<i>Massed Fire</i>	10	8	-
<i>Standard Turret</i>		F/P/S	<i>Punishing</i>	12	9	6
<i>Standard Turret</i>		A/P/S	<i>Punishing</i>	12	9	6
<i>Rocket</i> <b>Battery</b>		360°	-	12	15	-
MARs	<i>Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 <b>MISSISSIPPI Mk.I BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		195
				Squadron Size		1
				Move	DR	HP
7"	8	8	8	6	5	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	9	8	-
<i>Gunnery Battery</i>		F	<i>Hunter (Aerial), Massed Fire</i>	8	-	-
<i>Standard Turret</i>		F/P/S	<i>Punishing</i>	11	8	5
<i>Standard Turret</i>		A/P/S	<i>Punishing</i>	11	8	5
MARs	-					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 <b>MISSISSIPPI Mk.II BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
				Move	DR	HP
7"	8	8	8	5	4	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	9	8	-
<i>Standard Battery</i>		F	<i>Hunter (Aerial)</i>	8	-	-
<i>Gunnery Turret Battery</i>		F/P/S	<i>Hunter (Aerial)</i>	15	9	-
<i>Gunnery Turret</i>		A/P/S	<i>Hunter (Aerial)</i>	8	5	-
MARs	<i>Kinetic Generator</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					




 <b>SAN FRANCISCO ASSAULT CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	8	8	6	2	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Hunter (Aerial), Massed Fire</i>	10	-	-
<i>Standard Fixed Gun</i>		F	<i>Punishing</i>	14	10	6
<i>Rocket Battery</i>		360°	<i>None</i>	8	6	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Elite Crew, Kinetic Generator</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>SARATOGA FLEET CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		140
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	10	8	5	5	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Hunter (Aerial), Massed Fire</i>	16	12	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3), Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>PROVIDENCE MONITOR</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		155
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	7	6	6	4	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Battery</i>		F+A	<i>Hunter (Aerial), Massed Fire</i>	8	-	-
<i>Bombard Fixed Weapon</i>		F	<i>Hunter (Surface), Indirect Fire, Lethal Punishing</i>	-	16	12
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (1), Security Posts (1)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>BOSTON ATTACK SUBMERSIBLE</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	7	6	3	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	15	12	5
MARs	<i>Combat Deployment (Turtles, 6), Node Disruption Generator, Minelayer, Special Forces (2)</i>					


## MEDIUM NAVAL MODELS


 <b>ANNAPOLIS BATTLECRUISER</b>						
Medium Naval 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
<i>Standard Broadside</i>		P+S	-	8	-	-
<i>Gunnery Turret</i>		F/P/S	<i>Punishing</i>	11	8	5
<i>Gunnery Turret</i>		A/P/S	<i>Punishing</i>	11	8	5
<i>Rocket Battery</i>		360°	-	6	5	-
MARs	<i>Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Springfield</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					

 <b>PRINCETON GUNSHIP</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	5	3	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Bombard</i>		360°	<i>Indirect Fire Punishing</i>	5	8	5
<i>Rocket Battery</i>		360°	-	5	6	-
MARs	<i>Disruption Generator</i>					


						
<b>GEORGETOWN CRUISER MKI</b>						
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		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>
8"	5	5	3	2	1	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Broadside</i>		<i>P+S</i>	-	5	3	-
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	9	7	3
<b>MARs</b>	<i>Kinetic Generator, Special Forces (2)</i>					
<b>Special Rules</b>	<b>Mixed Squadron</b> - Any Squadron of Georgetown Cruisers may be made up of a combination of Marks.					


						
<b>GEORGETOWN CRUISER MKII</b>						
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		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>
8"	5	5	3	2	3	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Broadside</i>		<i>P+S</i>	-	5	3	-
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	9	7	3
<b>MARs</b>	-					
<b>Special Rules</b>	<b>Mixed Squadron</b> - Any Squadron of Georgetown Cruisers may be made up of a combination of Marks.					


		<b>GEORGETOWN CRUISER MKIII</b>				
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		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>
8"	5	5	3	2	1	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard</i> <b>Broadsides</b>		P+S	<i>Massed Fire</i>	5	3	-
<i>Gunnery</i> <b>Turret</b>		F/P/S	<i>Punishing</i>	9	7	3
<i>Rocket</i> <b>Battery</b>		360°	-	6	4	-
<b>MARs</b>		-				
<b>Special Rules</b>		<b>Mixed Squadron</b> - Any Squadron of Georgetown Cruisers may be made up of a combination of Marks.				


		<b>CALICO LIGHT CARRIER</b>				
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		1-2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	6	5	4	3	1	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard</i> <b>Broadsides</b>		P+S	<i>Hunter (Aerial), Massed Fire</i>	8	5	-
<i>Rocket</i> <b>Battery</b>		360°	-	5	7	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
<b>MARs</b>		<i>Carrier (1), Security Posts (1)</i>				


# SMALL NAVAL MODELS


 <b>YALE HEAVY DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	4	3	1	3	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		F/P/S	<i>Indirect Fire Punishing</i>	3	4	5
MARs	<i>Small Target</i>					


 <b>GUILFORD DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		45
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	4	2	1	2	0	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		F/P/S	<i>Hunter (Aerial)</i>	3	-	-
<i>Rocket Battery</i>		360°	<i>Hunter (Aerial)</i>	4	5	-
MARs	<i>Small Target</i>					

 <b>AUGUSTA FRIGATE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	<i>Hunter (Aerial)</i>	4	1	-
MARs	<i>Small Target</i>					


		<b>SPRINGFIELD ESCORT</b>				
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	3	2	1	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>		<i>Escort, Small Target</i>				
<b>Special Rules</b>		<b>Marksman</b> – Any Squadron with this model attached may re-roll any failed FSA <i>Sharpshooter</i> attempt. The second result must be accepted.				

		<b>REVERE CORVETTE</b>				
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
14"	3	2	2	1	0	1
<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>	<i>Hunter (Aerial)</i>	4	-	-
<b>MARs</b>		<i>Small Target, Special Forces (1)</i>				


		<b>ANIMAS STRIKE SUBMARINE</b>				
<b>Small Naval Diving Model</b>						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		2-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	3	2	2	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	5	3	-
<b>MARs</b>		<i>Small Target, Special Forces (1)</i>				


							<b>TURTLE ASSAULT SUBMARINE</b>		
<b>Small Naval Diving Model</b>									
PLAYTEST DOCUMENT					Points		n/a		
					Squadron Size		n/a		
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>			
10"	2	1	1	0	0	See Below			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>			
-		-	-	-	-	-			
<b>MARs</b>		<i>Elite Crew, Independent Move, Small Target, Special Forces (1)</i>							
<b>Special Rules</b>		<p><b>Combat Deployment</b> - This model may only be deployed via a Boston Class Assault Submersible.</p> <p><b>Low-Value Resource</b> – The opponent scores IVP for every <b>TWO</b> models destroyed.</p>							


## LARGE ARMoured MODELS

							<b>RESTITUTION DREAD-ROBOT</b>		
<b>Large Multi-Theatre Model</b>									
PLAYTEST DOCUMENT					Points		335		
					Squadron Size		1		
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>			
8"	10	12	10	6	5	19			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>			
<i>Gunnery Turret Battery</i>		F/P/S	<i>Hunter (All) Massed Fire, Punishing</i>	20	13	10			
<i>Rocket Battery</i>		F/P/S	-	18	12	-			
<b>MARs</b>		<i>Elite Crew, Fearless, Special Forces (3)</i>							
<b>Special Rules</b>		<p><b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".</p> <p><b>Rocket Hammer:</b> This model may be equipped with a Rocket Hammer. If so it loses the <i>Gunnery Turret Battery</i>, increases its restricted boarding range to 6" replaces <i>Special Forces (3)</i> With <i>Special Forces (7)</i> And gains the <i>Lethal MAR</i> on Boarding Assaults and the <b>Horrific Damage</b> Special Rule.</p> <p><b>Horrific Damage:</b> When resolving Boarding <b>Damage</b> roll 2D6 on the Damage Table rather than rolling on the Boarding Damage Column.</p>							





 <b>ALAMO MOBILE AIRFIELD</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		165
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	8	9	7	5	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadside</i> s		P+S	<i>Massed Fire</i>	8	6	-
<i>Bombard Fixed Weapon</i>		F	<i>Indirect Fire</i>	14	12	8
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Elite Crew, Security Posts (2)</i>					


 <b>PHILADELPHIA LAND SHIP</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	6	4	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i> s		P+S	-	6	5	-
<i>Bombard Turret</i>		F/P/S	<i>Hunter (Aerial) Indirect Fire Punishing</i>	9	7	4
<i>Bombard Turret</i>		A/P/S	<i>Hunter (Aerial) Indirect Fire Punishing</i>	9	7	4
MARs	<i>Combat Deployment (Line Infantry, 4)</i>					


		<b>TENNESSEE LANDSHIP</b>				
<b>Large Armoured Model</b>						
PLAYTEST DOCUMENT				Points		135
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	7	7	6	3	2	5
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Bombard Turret</i>		<i>F/P/S</i>	<i>Indirect Fire Punishing</i>	11	8	5
<i>Rocket Battery</i>		360°	-	-	11	7
<b>MARs</b>		<i>Combat Deployment (Close Support Infantry, 2) Security Posts (2)</i>				

## MEDIUM ARMoured MODELS


		<b>RENO HEAVY TANK</b>				
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		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>
8"	5	4	3	2	1	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Bombard Turret</i>		360°	<i>Hunter (Aerial) Indirect Fire</i>	8	7	5
<b>MARs</b>		<i>Independent Move</i>				


		<b>YORKTOWN BOMBARD</b>				
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		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>
6"	5	4	2	1	1	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Bombard Fixed Weapon</i>		F	<i>Indirect Fire Punishing</i>	-	8	7
<b>MARs</b>		<i>Independent Move</i>				


		<b>TRIUMPH COMMANDO TANK</b>				
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		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>
10"	6	4	5	2	1	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Elite Crew, Independent Move.</i>					
<b>Special Rules</b>	<b>Camo-Experts</b> – This squadron may be deployed <b>AFTER</b> all other Squadrons from both sides have completed their Deployent.					


		<b>JACKSON MEDIUM TANK</b>				
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		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>
10"	6	4	4	2	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Broadsides</i>		<i>P+S</i>	<i>Hunter (Aerial)</i>	<i>7</i>	<i>6</i>	<i>-</i>
<b>MARs</b>	<i>Independent Move</i>					


# SMALL ARMoured MODELS

		<b>PIONEER SMALL TANK</b>				
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Fixed Weapon</b>		F	<i>Hunter (Aerial)</i>	4	2	-
<b>MARs</b>		<i>Independent Move, Small Target</i>				


		<b>DEFIANCE ROBOT</b>				
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	4	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Fixed Weapon</b>		F	<i>Hunter (Aerial)</i>	5	-	-
<b>MARs</b>		<i>Fearless, Independent Move, Special Forces (1)</i>				
<b>Special Rules</b>		<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".				


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


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

 <b>ASSAULT INFANTRY</b>						
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>Elite Crew, 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. <b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.					


## LARGE AERIAL MODELS


 <b>SAVANNAH SKY FORTRESS</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		165
Squadron Size				1		
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	10	9	6	2	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i>		<i>P+S</i>	<i>Massed Fire</i>	14	8	6
<b>Bombs</b>		360°	-	12	-	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-2 Aerial <b>Freedom Escorts Attached</b> , increasing the points cost of the Squadron by the appropriate amount					

		<b>VALLEY AIRSHIP</b>					
<b>Large Aerial Model</b>							
PLAYTEST DOCUMENT				Points		150	
				Squadron Size		1	
				<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>
7"		8	9	9	5	3	6
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>	
<i>Standard</i> <b>Broadsides</b>		P+S	<i>Hunter (Aerial) Massed Fire</i>	9	7	4	
<i>Rocket</i> <b>Battery</b>		360°	-	12	15	-	
<b>Bombs</b>		360°	-	14	-	-	
<b>MARs</b>		-					
<b>Special Rules</b>		<b>Squadron Support:</b> This Squadron may have 0-2 Aerial <b>Freedom Escorts Attached</b> , increasing the points cost of the Squadron by the appropriate amount					


		<b>NEW ORLEANS SUPPORT AIRSHIP</b>					
<b>Large Aerial Model</b>							
PLAYTEST DOCUMENT				Points		200	
				Squadron Size		1	
				<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>
6"		9	9	9	5	4	8
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>	
<i>Standard</i> <b>Broadsides</b>		P+S	<i>Hunter (Aerial), Massed Fire</i>	9	7	3	
<i>Rocket</i> <b>Battery</b>		F	-	13	16	-	
<b>Bombs</b>		360°	-	16	-	-	
<b>MARs</b>		<i>Minelayer, Repair (3)</i>					
<b>Special Rules</b>		<b>Combat Deployment:</b> This Model may gain the <i>Combat Deployment (Defiance Robot, 5)</i> MAR for no additional cost. If so, it loses its <b>Bombs</b> .  <b>Squadron Support:</b> This Squadron may have 0-2 Aerial <b>Freedom Escorts Attached</b> , increasing the points cost of the Squadron by the appropriate amount					


# MEDIUM AERIAL MODELS


		<b>B-72 HEAVY BOMBER</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	7	6	5	3	1	5
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		F	-	8	10	-
<b>Bombs</b>		360°	<i>Punishing</i>	16	-	-
<b>MARs</b>		-				
<b>Special Rules</b>		<b>Momentum:</b> This Model has a 4" Drift move.				

		<b>LEE SCOUTSHIP</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		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>
8"	5	5	5	3	1	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Broadships</i>		P+S	<i>Hunter (Aerial), Massed Fire</i>	7	5	-
<i>Rocket Battery</i>		F	-	5	6	-
<b>Bombs</b>		360°	-	6	-	-
<b>MARs</b>		-				





		<b>JOHN HENRY ROBOT</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		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>
10"	5	4	4	3	2	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		F	<i>Hunter (Aerial), Massed Fire</i>	7	5	-
<i>Rocket Turret</i>		F	<i>Hunter (Aerial)</i>	5	7	-
<b>MARs</b>	<i>Fearless, Special Forces (1)</i>					
<b>Special Rules</b>	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4"					

		<b>A17 BOMBER</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		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>
8"	5	4	4	4	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Torpedo Battery</i>		F	<i>Hunter (Submerged)</i>	7	5	3
<b>Bombs</b>		360°	<i>Hunter (Non-Aerial)</i>	7	-	-
<b>MARs</b>	-					
<b>Special Rules</b>	<b>Momentum:</b> This Model has a 4" Drift move.					


				<b>PYB-2 SEA PLANE</b>		
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		45
				<b>Squadron Size</b>		2-4
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>3</b>	<b>1</b>	<b>2</b>
10"	5	3	2			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Rocket Battery</i>		<b>F</b>	-	<b>7</b>	<b>6</b>	-
<b>MARs</b>		-				


# SMALL AERIAL MODELS

		<b>FREEDOM ESCORT ROBOT</b>				
<b>Small Aerial Model</b>						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		N/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
12"	4	2	1	1	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<b>Gunnery Battery</b>		F	<i>Hunter (Aerial), Massed Fire</i>	4	4	-
<b>MARs</b>		<i>Escort, Fearless, Independent Move, Small Target</i>				
<b>Special Rules</b>		<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".				


		<b>AVION STRIKE BOMBER</b>				
<b>Small Aerial Model</b>						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
12"	4	2	1	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<b>Bombs</b>		360°	<i>Hunter (Non-Aerial)</i>	4	-	-
<b>MARs</b>		<i>Small Target</i>				


# LARGE FORTIFICATION MODELS


	<b>BUNKER COMPLEX</b>					
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	9	12	8	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F	<i>Massed Fire</i>	10	6	-
<i>Standard Turret Battery</i>		F	<i>Punishing</i>	18	13	8
MARs	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (2)</i>					


	<b>AIRFIELD</b>					
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		115
PLAYTEST DOCUMENT				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>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3)</i>					

# MEDIUM FORTIFICATION MODELS

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

		<b>FLAK TOWER</b>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		40
PLAYTEST DOCUMENT				<b>Squadron Size</b>		2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	5	3	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Security Posts (1)</i>					
<b>Special Rules</b>	<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>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	5	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Security Posts (1)</i>					
<b>Special Rules</b>	<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>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	5	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Battery</i>		F	<i>Hunter (Aerial)</i>	7	4	-
<i>Standard Broadside</i>		P+S	<i>Hunter (Aerial)</i>	6	5	-
<b>MARs</b>	<i>Security Posts (1)</i>					