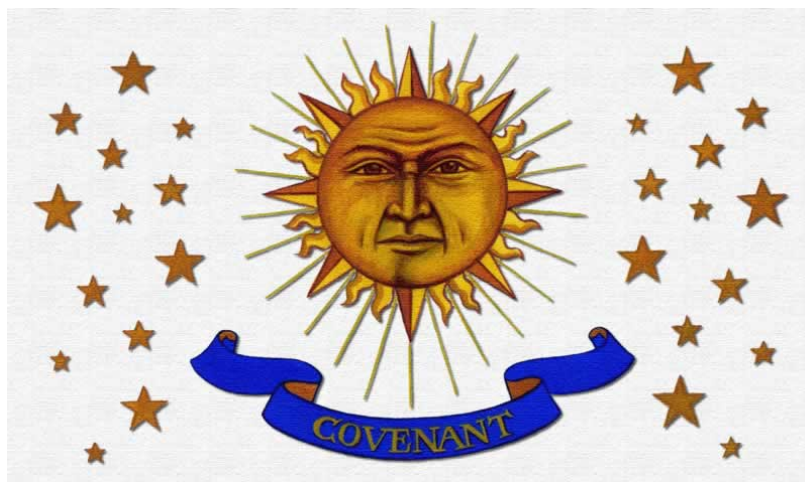


This document contains Model statistics for the **Covenant of Antarctica**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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**Version I**

# COVENANT OF ANTARCTICA



**Fleet Quality = 3**

<b>COVENANT OF ANTARCTICA MODEL ASSIGNED RULE</b>	
<b>Masters of Science</b>	<p><i>Covenant scientists are at the cutting edge of innovation and design in the Dystopian World, literally decades ahead of those from other factions. Small wonder their creations are looked upon with a mixture of awe and mysticism.</i></p> <p>All Squadrons in the Covenant of Antarctica Fleet with the <i>Inventive Scientists</i> <b>MAR</b> may increase their <i>Value</i> listed in the parentheses by +1 for as long as the model does NOT have any <i>Disorder</i> Markers.</p>

## COVENANT OF ANTARCTICA BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Covenant of Antarctica 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.

### ICELANDIC BATTLE GROUP

<b>Large Squadrons</b>	1x Descartes MkI Battleship
<b>Medium Squadrons</b>	2x Fresnel Support Cruisers <i>(Lead Squadron)</i>
	2x Kepler Light Carriers
<b>Small Squadrons</b>	4x Plutarch Heavy 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>

<b>SUPPORT FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Pericles Assault Carrier with 3x Galen Escorts <i>(Lead Squadron)</i>
	1x Callimachus Orb
<b>Small Squadrons</b>	4x Plutarch Heavy Destroyers
<b>SPECIAL RULE</b>	<i>"Communications relay"</i> While the Lead Squadron of this Battle Group is on the Table you may re-roll 1 Fleet Quality Dice.

<b>HUNTER FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Aronnax Battle Robot <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3X Cleomedes Cruisers
	2X Zeno Armoured Cruisers
	3x Capek Interceptors
<b>Small Squadrons</b>	5x Thales Corvettes
<b>SPECIAL RULE</b>	<i>"Fire the Sturginium Boosters!"</i> Increase the Movement Characteristic of all Squadrons within the Battle Group by +1.

<b>COMMAND FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x Prometheus Dreadnought with 3x Galen Escorts <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Zeno Armoured Cruisers
<b>Small Squadrons</b>	5x Thales Corvettes
<b>SPECIAL RULE</b>	<i>"Admiral on Deck!"</i> While the Prometheus Dreadnought is on the tabletop you may add 1 to your Fleet Quality rating.

<b>DREAD-ROBOT BATTLE GROUP</b>	
<b>Large Squadron</b>	1x Coeus 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>AERIAL SUPPORT BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x <i>Euclid</i> Aerial Dreadnought with 3x <i>Alea</i> Aerial Escorts (Lead Squadron)
<b>Medium Squadrons</b>	3x <i>Icarus</i> Medium Flyers
<b>SPECIAL RULE</b>	<i>"Initiate Irradiation protocols!"</i> All Energy Weapons fired by this Battle Group gain the <b>Lethal MAR</b> .


<b>DRONE COMMAND BATTLE GROUP</b>	
<b>Medium Squadrons</b>	2x <i>Hyperbius</i> Control Flyers (Lead Squadron)
	2x <i>Kepler</i> Light Carriers
<b>SPECIAL RULE</b>	<i>"Broadcast Combat Optimisation Directive!"</i> All attacks runs made by friendly <b>Bombers</b> against a target in Point Blank Range of a Model in this Battle Group gain the <b>Punishing MAR</b> .


<b>ARMoured SUPPORT BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x <i>Herodotus</i> Mobile Airfield (Lead Squadron)
<b>Medium Squadrons</b>	3x <i>Orpheus</i> Drone Controllers
<b>Small Squadrons</b>	4x <i>Colossus</i> Robots
<b>SPECIAL RULE</b>	<i>"Feed them Drones!"</i> All Carriers in this Battle Group increase the AD of their Fighters and Bombers by +IAD


<b>ARMoured WALKER BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x <i>Callimachus</i> Orb (Lead Squadron)
<b>Medium Squadrons</b>	3x <i>Skorpios</i> Tank Destroyers
<b>Small Squadrons</b>	4x <i>Janus</i> Small Walkers
<b>SPECIAL RULE</b>	<i>"No Surrender!"</i> All Infantry deployed by this Battle Group gain the <b>Fearless MAR</b> .

<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>PROMETHEUS DREADNOUGHT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		360
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	9	10	10	6	6	18
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Broadsides</b>		P+S	-	14	12	8
<i>Plasma</i> <b>Fixed Weapon</b>		F	<i>Lethal, Massed Fire, Punishing</i>	18	-	-
<i>Energy</i> <b>Turret Battery</b>		F/P/S	<i>Punishing</i>	10	10	10
<i>Energy</i> <b>Turret Battery</b>		A/P/S	<i>Punishing</i>	10	10	10
<i>Standard</i> <b>Bombard</b>		F	<i>Indirect Fire</i>	-	14	16
MARs	<i>Kinetic Generator, Elite Crew, Inventive Scientists (3)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>DIOPHANTUS FLEET CARRIER DREADNOUGHT</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		3100
				Squadron Size		1
				Move	DR	HP
6"	9	10	8	6	6	17
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>BroadSides</b>		P+S	<i>Massed Fire</i>	18	14	6
<i>Plasma</i> <b>Fixed Weapon</b>		F	<i>Lethal, Massed Fire, Punishing</i>	20	-	-
<i>Torpedo</i> <b>Battery</b>		F	<i>Punishing</i>	12	12	12
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	6
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	6
MARs	<i>Carrier (3), Elite Crew, Inventive Scientists (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>ARISTOTLE BATTLESHIP</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		240
				Squadron Size		1
				Move	DR	HP
6"	8	8	6	4	4	10
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>BroadSides</b>		P+S	<i>Massed Fire</i>	9	6	4
<i>Plasma</i> <b>Fixed Weapon</b>		F	<i>Lethal, Punishing, Massed Fire</i>	16	-	-
<i>Energy</i> <b>Turret Battery</b>		F/P/S	<i>Punishing</i>	11	11	11
<i>Energy</i> <b>Turret Battery</b>		A/P/S	<i>Punishing</i>	11	11	11
MARs	<i>Kinetic Generator, Elite Crew, Inventive Scientists (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					




 <b>DESCARTES Mk.I BATTLESHIP</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	7	7	7	5	4	7
Weapon		Arc	MAR	PB	EF	LR
<b>Gunnery Broadships</b>		P+S	<i>Massed Fire</i>	8	6	3
<i>Standard Torpedoes</i>		F	<i>Punishing</i>	8	8	8
<i>Energy Turret Battery</i>		F/P/S	<i>Punishing</i>	11	11	11
<i>Energy Turret Battery</i>		A/P/S	<i>Punishing</i>	6	6	6
MARs	<i>Elite Crew, Inventive Scientists (2)</i>					
Special Rules	<p><b>Hit and Run:</b> This Model may choose to make Attacks after completing its Drift move and before performing its remaining move. If it chooses to do so then the Models Activation will end after completing its Remaining Move.</p> <p><b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


 <b>DESCARTES Mk.II BATTLESHIP</b>						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	7	7	8	5	4	7
Weapon		Arc	MAR	PB	EF	LR
<b>Gunnery Broadships</b>		P+S	<i>Massed Fire</i>	8	6	3
<i>Plasma Turret</i>		360°	<i>Lethal, Punishing, Massed Fire</i>	20	-	-
<i>Standard Torpedoes</i>		F	<i>Punishing</i>	9	9	8
MARs	<i>Elite Crew, Inventive Scientists (2), Special Forces (3)</i>					
Special Rules	<p><b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


 <b>PERICLES ASSAULT CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	8	6	4	3	11
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	8	7	4
<i>Torpedo Battery</i>		F	<i>Punishing</i>	8	8	8
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	6	6	6
<i>Energy Turret</i>		A/P/S	<i>Punishing</i>	6	6	6
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	5
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	5	5	5
MARs	<i>Carrier (4), Elite Crew, Inventive Scientists (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>MENEDAIUS REPAIR TENDER SHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	8	6	5	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadsides</i>		P+S	<i>Massed Fire</i>	9	6	-
<i>Standard Torpedoes</i>		F	<i>Punishing</i>	9	9	9
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	6	6	6
<i>Energy Turret</i>		A/P/S	<i>Punishing</i>	6	6	6
MARs	<i>Combat Deployment (Newton) (4), Elite Crew, Inventive Scientists (2), Repair (2), Security Posts (1)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


## MEDIUM NAVAL MODELS


 <b>HIPPASUS BATTLECRUISER</b>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		135
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	6	5	4	5	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Broadsides</b>		P+S	-	8	5	2
<i>Torpedo</i> <b>Battery</b>		F	<i>Punishing</i>	8	8	8
<i>Energy</i> <b>Turret</b>		F/P/S	<i>Punishing</i>	7	7	7
<i>Energy</i> <b>Turret</b>		A/P/S	<i>Punishing</i>	7	7	7
MARs	<i>Disruption Generator, Elite Crew, Inventive Scientists (3)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 <b>FRESNEL SUPPORT CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	3	4	4
Weapon		Arc	MAR	PB	EF	LR
<i>Energy</i> <b>Broadsides</b>		P+S	<i>Punishing</i>	3	3	3
<i>Energy</i> <b>Turret</b> <b>Battery</b>		F/P/S	<i>Punishing</i>	7	7	7
MARs	<i>Elite Crew, Inventive Scientists (2)</i>					


 <b>KEPLER LIGHT CARRIER</b>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	8	6	4
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (1), Elite Crew, Inventive Scientists (1)</i>					
Special Rules	<b>Squadron Support:</b> Should this Squadron be taken individually, it may have 0-3 Naval <b>Galen</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


 <b>ZENO ARMoured CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	6	5	4	3	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	8	6	4
<i>Plasma Fixed Weapon</i>		F	<i>Lethal, Massed Fire, Punishing</i>	10	-	-
MARs	<i>Elite Crew, Inventive Scientists (1), Minelayer</i>					


 <b>CLEOMEDES CRUISER</b>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		75
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	2	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	-	6	5	3
<i>Torpedo Battery</i>		F	<i>Punishing</i>	5	5	5
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	5	5	5
MARs	<i>Disruption Generator, Elite Crew, Inventive Scientists (1)</i>					


 <b>PRAXILLA HUNTER KILLER SUBMARINE</b>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		80
PLAYTEST DOCUMENT				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	5	4	3	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Punishing</i>	6	7	8
MARs	<i>Elite Crew, Inventive Scientists (1), Special Forces (1)</i>					
Special Rules	<b>Hit and Run:</b> This Model may choose to make Attacks after completing its Drift move and before performing its remaining move. If it chooses to do so then the Models Activation will end after completing its Remaining Move.					


# SMALL NAVAL MODELS

 <b>PLUTARCH HEAVY DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-4
				Move	DR	HP
9"	5	3	I	2	I	2
Weapon		Arc	MAR	PB	EF	LR
Gunnery <b>Broadsides</b>		P+S	Massed Fire	2	2	-
Gunnery <b>Turret</b>		F/P/S	-	4	3	-
MARs		Elite Crew, Small Target				


 <b>DIOGENES FRIGATE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-4
				Move	DR	HP
12"	4	2	I	I	0	I
Weapon		Arc	MAR	PB	EF	LR
Gunnery <b>Broadsides</b>		P+S	Massed Fire	3	-	-
Torpedo <b>Battery</b>		F	Punishing	3	3	3
MARs		Elite Crew, Small Target				


 <b>THALES CORVETTE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
				Move	DR	HP
16"	3	2	2	0	0	I
Weapon		Arc	MAR	PB	EF	LR
Gunnery <b>Fixed Weapon</b>		F	Massed Fire	3	-	-
MARs		Elite Crew, Small Target				

 <b>GALEN ESCORT</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	-	3	-	-
MARs	<i>Elite Crew, Escort, Small Target</i>					


 <b>NEWTON SUPPORT CRAFT</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	2	1	1	0	0	See Below
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Repair (1), Small Target</i>					
Special Rules	<p><b>Combat Deployment:</b> This model may only be fielded as part of the <i>Combat Deployment MAR</i>.</p> <p><b>Low-Value Resource</b> – The opponent scores IVP for every <b>TWO</b> models destroyed.</p>					


## LARGE ARMoured MODELS


 <b>COEUS DREAD-ROBOT</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		340
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	11	12	4	5	19
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma</i> <b>Fixed Weapon</b>		F	<i>Lethal, Hunter (Aerial) Massed Fire, Punishing</i>	22	-	-
<i>Standard</i> <b>Rocket Battery</b>		360°	<i>Lethal</i>	12	12	12
MARs	<i>Fearless, Elite Crew, Inventive Scientists (3), Special Forces (4)</i>					
Special Rules	<p><b>Constricting Attack:</b> When resolving Boarding Damage roll a <b>2D6</b> on the Damage Table rather than rolling on the Boarding Damage Column. In addition, all Boarding Attacks made by this Model gain the <i>Punishing</i> <b>MAR</b>.</p> <p><b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".</p>					

 <b>HERODOTUS MOBILE AIRFIELD</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		230
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	6	5	4	11
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma</i> <b>Fixed Weapon</b>		F	<i>Lethal Massed Fire Punishing</i>	18	-	-
<i>Standard</i> <b>Broadsides</b>		P+S	-	9	7	4
<i>Rocket</i> <b>Battery</b>		360°	<i>Indirect Fire</i>	9	9	9
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3), Elite Crew, Inventive Scientists (2)</i>					
Special Rule	<p><b>Squadron Support:</b> Should this Squadron be taken individually, it may have 0-2 Armoured <b>Orpheus Drone</b> Escorts <i>Attached</i>, increasing the points cost of the Squadron by the appropriate amount.</p>					





 <b>ARCHIMEDES ROBOT</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	8	4	4	8
Weapon		Arc	MAR	PB	EF	LR
<i>Energy</i> <b>Turret Battery</b>		360°	<i>Punishing</i>	10	10	10
<i>Gunnery</i> <b>Fixed Battery</b>		F	<i>Massed Fire</i>	8	6	-
<i>Rocket</i> <b>Battery</b>		360°	-	6	6	6
MARs	<i>Combat Deployment (Line Infantry, 2), Fearless, Elite Crew, Independent Move, Inventive Scientists (2), Special Forces (2).</i>					
Special Rules	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					


 <b>ARRONAX ASSAULT ROBOT</b>						
Large Multi-Theatre Burrowing Diving Model						
PLAYTEST DOCUMENT				Points		140
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	7	6	3	2	5
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Fixed Weapon</b>		F	<i>Massed Fire</i>	14	4	-
MARs	<i>Disruption Generator, Fearless, Inventive Scientists (2), Special Forces (6)</i>					
Special Rules	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					

 <b>CALLIMACHUS BATTLE ORB</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points	150	
				Squadron Size	1	
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	7	4	4	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma Turret</i>		360°	<i>Lethal Massed Fire Punishing</i>	20	-	-
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (2)</i>					
Special Rule	<b>Squadron Support:</b> Should this Squadron be taken individually, it may have 0-2 Armoured <b>Orpheus Drone</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


## MEDIUM ARMoured MODELS


 <b>SKORPIOS TANK-HUNTER</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points	65	
				Squadron Size	2-3	
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	4	2	1	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Punishing</i>	5	6	7
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (1)</i>					
Special Rules	<b>Squadron Support</b> - This Squadron may have 0-1 Armoured <b>Janus</b> Support Tank Attached, increasing the Points Cost of the Squadron by the appropriate amount					


 <b>SOCRATES BOMBARD</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
				Move	DR	HP
5"	5	4	1	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		F	<i>Indirect Fire</i>	8	6	5
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (1)</i>					
Special Rules	<b>Squadron Support</b> - This Squadron may have 0-1 Armoured <b>Janus</b> Support Tank Attached, increasing the Points Cost of the Squadron by the appropriate amount					


 <b>ATTICUS MEDIUM WALKER</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-3
				Move	DR	HP
8"	5	4	2	2	2	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	6	4	-
<i>Standard BroadSides</i>		P+S	-	4	3	-
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (1)</i>					
Special Rules	<b>Squadron Support</b> - This Squadron may have 0-1 Armoured <b>Janus</b> Support Tank Attached, increasing the Points Cost of the Squadron by the appropriate amount					


## SMALL ARMoured MODELS


 <b>COLOSSUS SMALL ROBOT</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Energy Fixed Weapon</i>		F	<i>Punishing</i>	2	2	2
MARs	<i>Fearless, Elite Crew, Independent Move, Small Target, Special Forces (1)</i>					
Special Rules	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					


 <b>XENOPHON SMALL WALKER</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>Standard Fixed Gun</i>		F	-	4	2	-
MARs	<i>Elite Crew, Independent Move, Small Target</i>					

 <b>JANUS SUPPORT TANK</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Escort, Independent Move, Small Target,</i>					
Special Rules	<b>Advanced Radar Targeting</b> – When attached to a Squadron, all members gain the <i>Hunter (Aerial)</i> MAR.					


 <b>ORPHEUS DRONE ESCORT</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	3	1	2	0	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broad­sides</i>		P+S	-	4	-	-
MARs	<i>Escort, Independent Move, Small Target</i>					


 <b>LINE INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	2	6	5	3	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<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>						
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
Standard Gun Battery		F	Massed Fire	6	4	-
MARs	Independent Move, Small Target					
Special Rules	<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	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Independent Move, Small Target, Special Forces (2)					
Special Rules	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault 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>					

# LARGE AERIAL MODELS


 <b>EUCLID SKY DREADNOUGHT</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		330
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	10	8	6	4	16
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma Fixed Weapon</i>		F	<i>Lethal, Massed Fire, Punishing</i>	14	-	-
<i>Rocket Battery</i>		360°	<i>Punishing</i>	8	8	8
<i>Energy Turret</i>		360°	<i>Punishing</i>	9	9	9
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	5
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	5
MARs	<i>Carrier (3), Elite Crew, Independent Move Inventive Scientists (2), Security Posts (2)</i>					
Special Rules	<p><b>Squadron Support:</b> This Squadron may have 0-3 Aerial <b>Alea</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p> <p><b>Transport Option:</b> This Model may gain the <i>Combat Deployment (Colossus, 5) MAR</i>. If it does so it replaces <i>Carrier (3)</i> with <i>Carrier (2)</i> and increases its VP by 2.</p>					


 <b>EPICURUS SKY FORTRESS</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
				Move	DR	HP
6"	8	8	6	5	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	10	8	4
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	5	5	5
<i>Energy Turret</i>		A/P/S	<i>Punishing</i>	5	5	5
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	5
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	5
MARs	<i>Carrier (2), Elite Crew, Inventive Scientists (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Aerial <b>Alea</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>DAEDALUS LARGE FLYER</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
				Move	DR	HP
7"	8	8	6	5	5	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	10	8	4
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	6	6	6
<i>Energy Turret</i>		A/P/S	<i>Punishing</i>	6	6	6
MARs	<i>Diehard Crew, Elite Crew, Inventive Scientists (2), Minelayer</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Aerial <b>Alea</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					




## MEDIUM AERIAL MODELS


 <b>HYPERBIUS CONTROL FLYER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
				<b>Move</b>	<b>DR</b>	<b>HP</b>
10"	6	5	4	4	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		F	<i>Hunter (Aerial)</i>	6	6	6
<i>Energy Turret</i>		360°	<i>Punishing</i>	7	7	7
<i>Energy Fixed Weapon</i>		F	<i>Punishing</i>	7	4	-
MARs	<i>Elite Crew, Inventive Scientists (2), Independent Move, Security Posts (2)</i>					
Special Rules	<b>Combat Coordinator:</b> Friendly Covenant of Antarctica Aerial Models within 8" of this Model gain the <i>Hunter (Aerial)</i> MAR on all attacks.					


 <b>ICARUS MEDIUM FLYER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
				<b>Move</b>	<b>DR</b>	<b>HP</b>
8"	5	5	3	4	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	-	6	4	-
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	5	5	5
<i>Standard Fixed Weapon</i>		F	-	6	4	-
MARs	<i>Elite Crew, Inventive Scientists (1)</i>					


 <b>CAPEK INTERCEPTOR</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		70
				Squadron Size		2-3
				Move	DR	HP
10"	5	4	3	3	I	3
Weapon		Arc	MAR	PB	EF	LR
Rocket Battery		F	Hunter (Aerial)	5	5	5
Energy Fixed Weapon		F	Punishing	6	3	-
MARs	Elite Crew, Independent Move					

 <b>PTOLEMY BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-3
				Move	DR	HP
12"	5	4	2	3	I	3
Weapon		Arc	MAR	PB	EF	LR
Bombs		360°	Punishing	7	-	-
MARs	Elite Crew, Independent Move, Minelayer					


# SMALL AERIAL MODELS


 <b>PYTHEUS SMALL FLYER</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<b>Bombs</b>		360°	<i>Hunter (Surface)</i>	4	-	-
MARs	<i>Elite Crew, Independent Move, Small Target</i>					

 <b>THEON LIGHT INTERCEPTOR</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
15"	4	3	1	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>	7	-	-
MARs	<i>Elite Crew, Independent Move</i>					


 <b>ALEA ESCORT FLYER</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Elite Crew, Mine Layer, 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	4	8
Weapon		Arc	MAR	PB	EF	LR
<i>Energy Turret</i>		360°	<i>Punishing</i>	11	11	11
<i>Bombard Rocket Battery</i>		360°	<i>Lethal, Indirect Fire</i>	9	9	9
MARs	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry, 2), Fearless, Inventive Scientists (2), 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	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
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
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
Standard Gunnery Turret		360°	Massed Fire	10	7	4
MARs	Security Posts (1)					

 <b>FLAK TOWER</b>						
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	Security Posts (1)					
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
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.					