

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

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Version 1.0

CHINESE FEDERATION



Fleet Quality = 1

CHINESE FEDERATION MODEL ASSIGNED RULES

**Hardened
Construction**

Chinese military vehicles are constructed to be mobile fortresses (often literally!). Even the most devastating attack will often fail to damage key systems, the damage absorbed by layers of armour and reinforced superstructures.

Attacks targeting Chinese Federation Models lose the *Punishing* and *Corrosive* **MARs**.

CHINESE FEDERATION BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Chinese Federation 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.

SUPPRESSION BATTLE GROUP

Large Squadron	1x Tiān Lóng Dread-Robot <i>(Lead Squadron)</i>
Medium Squadron	1 Luixing Aerial Bombard Squadron
SPECIAL RULE	<i>“Heralds of the Emperor”</i> Friendly Chinese Federation Models within 8” of the Lead Squadron gain the <i>Die Hard Crew</i> MAR.


FORTIFICATIONS BATTLE GROUP	
Large Squadrons	1x Zhamadao Dreadnought Fortification with 2x Dun Escort Fortifications (Lead Squadron)
SPECIAL RULE	<i>"We stand alone"</i> These models may only be taken in a Fortifications Battle Group.


ALLIANCE NAVAL BATTLE GROUP	
Large Squadrons	1 Jian Battleship (any mark) (Lead Squadron)
Medium Squadrons	1 Dao Cruiser Squadron 0-1 Chui Carrier Squadron 0-1 Guan Do Battle-cruiser
Small Squadrons	1-2 Nu Frigate Squadrons
SPECIAL RULE	<i>"We fight for the Imperial Bond!"</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <ul style="list-style-type: none"> • Empire of the Blazing Sun • Prussian Empire • Republique of France


ALLIANCE AERIAL BATTLE GROUP	
Large Squadrons	1 Feilong Sky Fortress (Lead Squadron)
Medium Squadrons	1 Assault Flyer Squadron
Small Squadrons	1 Interceptor Squadron
SPECIAL RULE	<i>"We fight for the Imperial Bond!"</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <ul style="list-style-type: none"> • Empire of the Blazing Sun • Prussian Empire • Republique of France

ALLIANCE ARMoured BATTLE GROUP	
Large Squadrons	1 Jian Battleship (any mark) <i>(Lead Squadron)</i>
Medium Squadrons	1 Chiwen Medium Tank Squadron 0-1 Chao Feng Squadron
Small Squadrons	1-2 Yazi Small Tank Squadrons
SPECIAL RULE	<p><i>"We fight for the Imperial Bond!"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Empire of the Blazing Sun • Prussian Empire • Republique of France


LARGE NAVAL MODELS


 MK.1 JIAN BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	9	12	5	4	8
Weapon		Arc	MAR	PB	EF	LR
Gunnery Broadships		P+S	<i>Massed Fire</i>	15	11	9
Incendiary Fixed Weapon		F	<i>Flame, Corrosive</i>	12	5	-
Gunnery Fixed Weapon		A	<i>Massed Fire</i>	8	6	-
MARs	<i>Disruption Generator, Security Posts (2)</i>					


 MK.2 JIAN BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	8	10	5	2	8
Weapon		Arc	MAR	PB	EF	LR
Gunnery Broadships		P+S	<i>Massed Fire</i>	15	11	9
Incendiary Fixed Weapon		F	<i>Flame, Corrosive</i>	12	5	-
Gunnery Fixed Weapon		A	<i>Massed Fire</i>	8	6	-
Incendiary Bombard Rocket Battery		360°	<i>Lethal, Indirect Fire</i>	-	10	13
MARs	<i>Disruption Generator, Security Posts (2)</i>					


 MK.3 JIAN BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		220
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	10	6	2	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	15	11	9
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Corrosive</i>	12	5	-
<i>Gunnery Fixed Weapon</i>		A	<i>Massed Fire</i>	8	6	-
<i>Standard Turret Battery</i>		F/P/S	-	10	7	-
<i>Standard Turret Battery</i>		A/P/S	-	10	7	-
MARs	<i>Disruption Generator, Security Posts (2)</i>					

MEDIUM NAVAL MODELS


 GUAN DO BATTLECRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	6	5	4	2	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret Battery</i>		F/P/S	-	18	14	-
<i>Standard Turret</i>		A/P/S	-	9	7	-
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	5	5	-
MARs	<i>Security Posts (1)</i>					


 WO-DAO GUNSHIP						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	5	4	3	I	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	-	8	6	-
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	7	5	-
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	6	5	-
<i>Gunnery Fixed Weapon</i>		A	<i>Massed Fire</i>	5	-	-
MARs	Security Posts (1)					

 CHUI MEDIUM CARRIER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	5	4	3	I	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	6	5	-
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	6	5	-
<i>Gunnery Fixed Weapon</i>		A	<i>Massed Fire</i>	5	-	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	Carrier (1), Security Posts (1)					


 DAO CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		70
				Squadron Size		2-3
				Move	DR	HP
7"	5	5	6	3	1	3
Weapon		Arc	MAR	PB	EF	LR
Gunnery Fixed Weapon		F	Massed Fire	7	6	-
Gunnery BroadSides		P+S	Massed Fire	6	5	-
Gunnery Fixed Weapon		A	Massed Fire	5	-	-
MARs	Security Posts (1)					

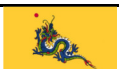
SMALL NAVAL MODELS

 YUE DESTROYER						
Small Naval Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2-4
				Move	DR	HP
12"	5	2	2	2	0	2
Weapon		Arc	MAR	PB	EF	LR
Gunnery BroadSides		P+S	Massed Fire	4	3	-
Incendiary Fixed Weapon		F	Flame, Corrosive	4	-	-
MARs	Small Target					


 NU FRIGATE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-4
				Move	DR	HP
12"	4	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
Gunnery BroadSides		P+S	Massed Fire	3	-	-
Gunnery Fixed Weapon		F	Massed Fire	5	2	-
MARs	Small Target					


LARGE ARMoured MODELS


 SHÉNLÓNG MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		160
				Squadron Size		1
				Act.D	Pas.D	VP
Move	DR	HP	CP	3	2	8
6"	8	8	7	3	2	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Broadsides		P+S	<i>Massed Fire</i>	11	8	5
<i>Bombard Rocket</i> Battery		360°	<i>Lethal, Indirect</i> <i>Fire</i>	-	7	9
Bombers		360°	<i>Hunter</i> <i>(Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter</i> <i>(Aerial)</i>	6	6	-
MARs		<i>Carrier (3), Security Posts (2)</i>				

 TIĀN LÓNG DRGAON ROBOT						
Large Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		155
				Squadron Size		1
				Act.D	Pas.D	VP
Move	DR	HP	CP	3	3	6
8"	8	8	7	3	3	6
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed</i> Weapon		F	<i>Flame, Corrosive</i>	14	-	-
<i>Incendiary</i> Bombard Rockets		360°	<i>Lethal, Indirect</i> <i>Fire</i>	-	12	14
MARs		<i>Fearless, Independent Move, Special Forces(6)</i>				
Special Rules		Punishing Damage: This Model may add or subtract 1 from rolls on the Boarding Damage Column. Restricted Boarding: This Model has a 4" Boarding Range.				

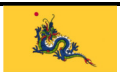
MEDIUM ARMoured MODELS


 SHI ROBOT						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	6	4	5	2	4	4
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Corrosive</i>	9	-	-
<i>Incendiary Bombard Rockets</i>		360°	<i>Lethal, Indirect Fire</i>	-	6	8
MARs	<i>Fearless, Independent Move, Special Forces(3)</i>					
Special Rules	Restricted Boarding: This Model has a 4" Boarding Range.					


 CHIWEN TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		45
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery BroadSides</i>		P+S	<i>Massed Fire</i>	7	5	-
MARs	<i>Independent Move</i>					


 CHAO FENG BOMBARD						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	5	4	2	I	I	3
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Bombard Rockets</i>		F	<i>Lethal, Indirect Fire</i>	-	8	7
MARs		<i>Independent Move</i>				


SMALL ARMOURED MODELS

 FÚSHĪ ROBOT						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	4	2	2	I	I	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>	5	-	-
MARs		<i>Fearless, Independent Move, Small Target, Special Forces (I)</i>				


 YAZI SMALL TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	I	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	-	4	2	-
MARs		<i>Independent Move, Small Target</i>				

 LINE INFANTRY						
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	0
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
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 (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	0
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
PLAYTEST DOCUMENT				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	2	6	5	2	0	0
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR. Infantry: If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.					

LARGE AERIAL MODELS


 FEILONG SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		180
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	9	9	6	4	9
Weapon		Arc	MAR	PB	EF	LR
Gunnery Fixed Weapon		F	<i>Massed Fire</i>	9	7	-
Standard Turret Battery		F/P/S	-	14	10	4
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Node Disruption Generator, Security Posts (2)</i>					

MEDIUM AERIAL MODELS


	CHI LONG ASSAULT FLYER					
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	5	7	3	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Corrosive</i>	6	-	-
Bombs		360°	<i>Lethal</i>	7	-	-
MARs	<i>Disruption Generator</i>					
Special Rules	Combat Deployment: All Models in a Squadron may gain the <i>Combat Deployment (Assault Infantry I)</i> MAR. If so they lose their Bombs Weapon.					


	LUIXING AERIAL BOMBARD					
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	4	3	4	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Bombard Turret</i>		360°	<i>Lethal</i>	-	7	-
Bombs		360°	<i>Lethal</i>	7	-	-
MARs	-					

SMALL AERIAL MODELS

		ZHÙLÓNG INTERCEPTOR				
Small Aerial Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	4	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Corrosive</i>	4	-	-
MARs	<i>Small Target</i>					

LARGE FORTIFICATION MODELS

 ZHANMADAO DREADNOUGHT FORTIFICATION						
Large Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		360
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
4"	10	12	10	6	4	18
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed Weapon</i>		F+P+S+A	<i>Flame, Corrosive</i>	10	-	-
<i>Standard Turret Battery</i>		F/P/S	-	18	12	10
<i>Incendiary Bombard Rockets</i>		360°	<i>Lethal, Indirect Fire</i>	-	10	12
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Elite Crew, Fearless, Security Posts (3)</i>					
Special Rules	<p>Guardians: Friendly Chinese Federation Models within 8" of this Squadron may re-roll 1s when resolving Passive Defence.</p> <p>Combat Deployment: This Model may either gain the <i>Carrier (3)</i> MAR or the <i>Combat Deployment (Fúshī Robots, 4)</i> MAR. If either of these options it take reduce its HP value by 1 and increase its TV to 20.</p> <p>Squadron Support: This Squadron may have 0-2 Multi-Purpose Dun Bastions Attached, increasing the points cost of the squadron by the appropriate amount.</p> <p>Vast: When attacking this Model Range and Line of Sight may be drawn to any part of its base.</p>					

 DUN BASTION						
Medium Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		N/a
Move	DR	HP	CP	Act.D	Pas.D	VP
4"	6	5	3	3	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed Weapon</i>		F+P+S+A	<i>Flame, Corrosive</i>	6	-	-
<i>Incendiary Bombard Rockets</i>		360°	<i>Lethal, Indirect Fire</i>	-	5	6
MARs	<i>Escort, Independent Move, Security Posts (1)</i>					