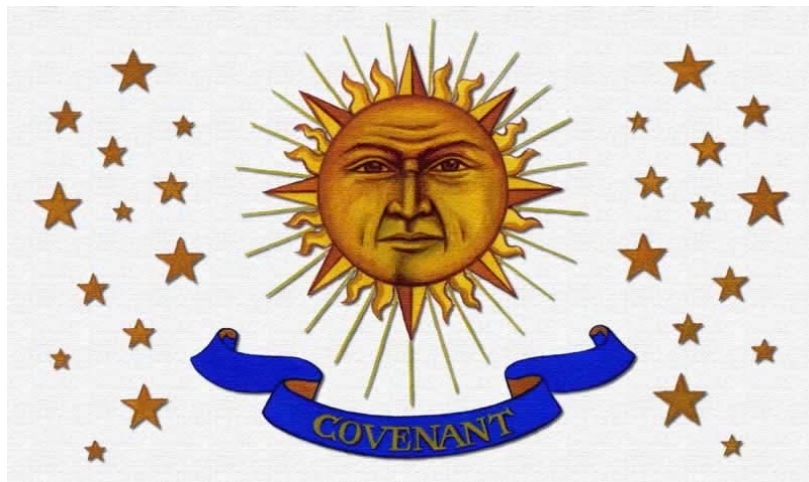


This document contains Model statistics for the **Covenant of Antarctica**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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**Version 2**

# 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 years 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> (Value) <b>MAR</b> may increase their <i>Value</i> listed in the parentheses by +1 for as long as the model does NOT have a <i>Disorder</i> Marker.</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.

### 0-1 ICE MAIDEN BATTLE GROUP

<b>Medium Squadrons</b>	2x Fresnel Support Cruisers <i>(Lead Squadron)</i>
	2x Kepler Light Carriers
	1x Fresnel Support Cruiser
<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>

## SUPPORT FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Pericles Assault Carrier with 3x Galen Escorts <i>(Lead Squadron)</i>
	1x Callimachus Orb
<b>SPECIAL RULE</b>	<i>"No Mercy!"</i> All models in this Battle Group gain the <i>Special Forces (2) MAR.</i>

## HUNTER FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Aronnax Battle Robot <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	2x Fresnel Support Cruisers
	1x Fresnel Support Cruiser
<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.

## BATTLE FLOTILLA BATTLE GROUP

<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>"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

## DREAD-ROBOT BATTLE GROUP

<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.

## AERIAL SUPPORT BATTLE GROUP

<b>Large Squadrons</b>	1x <i>Euclid</i> Aerial Dreadnought with 3x <i>Alea</i> Aerial Escorts <span style="color: red;">(Lead Squadron)</span>
<b>Medium Squadrons</b>	3x <i>Capek</i> Interceptors
<b>SPECIAL RULE</b>	<i>"We bring the chaos!"</i> All Energy Weapons fired by this Battle Group gain the <i>Disruption</i> <b>MAR.</b>

## BOMBARDMENT BATTLE GROUP

<b>Medium Squadrons</b>	2x <i>Hyperbius</i> Control Flyers <span style="color: red;">(Lead Squadron)</span>
	2x <i>Kepler</i> Light Carriers
<b>SPECIAL RULE</b>	<i>"We shall strike those fools from the skies!"</i> All attacks made by this Battle Group targeted against Aerial models gain the <i>Punishing</i> <b>MAR.</b>

## ARMoured SUPPORT BATTLE GROUP


<b>Large Squadrons</b>	1x <i>Herodotus</i> Mobile Airfield <span style="color: red;">(Lead Squadron)</span>
<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


## ARMoured WALKER BATTLE GROUP


<b>Large Squadrons</b>	1x <i>Callimachus</i> Orb <span style="color: red;">(Lead Squadron)</span>
<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 <i>Fearless</i> <b>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		350
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	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>Disruption, 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>	-	15	18
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		300
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	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>Disruption, 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	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	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	CP	Act.D	Pas.D	VP
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>	8	6	3
<i>Plasma</i> <b>Fixed Weapon</b>		F	<i>Disruption, Punishing, Massed Fire</i>	16	-	-
<i>Energy</i> <b>Turret Battery</b>		F/P/S	<i>Punishing</i>	12	12	12
<i>Energy</i> <b>Turret Battery</b>		A/P/S	<i>Punishing</i>	12	12	12
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>PERICLES ASSAULT CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		160
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	8	6	4	4	11
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	8	7	4
<b>Torpedo Battery</b>		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
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	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					


## 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 Broadsides</i>		P+S	-	8	5	2
<i>Torpedo Battery</i>		F	Punishing	8	8	8
<i>Energy Turret</i>		F/P/S	Punishing	7	7	7
<i>Energy Turret</i>		A/P/S	Punishing	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 Broadsides</i>		P+S	Punishing	3	3	3
<i>Energy Turret Battery</i>		F/P/S	Punishing	7	7	7
MARs	<i>Elite Crew, Inventive Scientists (2)</i>					
Special Rules	None					


 <b>KEPLER LIGHT CARRIER</b>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		90
PLAYTEST DOCUMENT				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</i> <b>Broadships</b>		P+S	<i>Massed Fire</i>	9	7	4
<b>Bombers</b>		360°	<i>Hunter</i> (Non-Aerial)	5	5	-
<b>Fighters</b>		360°	<i>Hunter</i> (Aerial)	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
PLAYTEST DOCUMENT				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</i> <b>Broadships</b>		P+S	<i>Massed Fire</i>	9	6	4
<i>Plasma</i> <b>Fixed Weapon</b>		F	<i>Disruption,</i> <i>Massed Fire,</i> <i>Punishing</i>	10	-	-
MARs	<i>Elite Crew, Inventive Scientists (1), Minelayer</i>					
Special Rules	None					


 <b>CLEOMEDES CRUISER</b>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		75
				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</i> <b>Broadsides</b>		P+S	-	6	5	3
<i>Torpedo</i> <b>Battery</b>		F	<i>Punishing</i>	5	5	5
<i>Energy</i> <b>Turret</b>		<i>F/P/S</i>	<i>Punishing</i>	5	5	5
MARs	<i>Disruption Generator, Elite Crew, Inventive Scientists (1)</i>					

# SMALL NAVAL MODELS


 <b>PLUTARCH HEAVY DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	3	I	2	I	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	2	2	-
<i>Gunnery Turret</i>		F/P/S	-	4	3	-
MARs	<i>Elite Crew, Small Target</i>					


 <b>DIOGENES FRIGATE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	4	2	I	I	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	4	-	-
<i>Torpedo Battery</i>		F	<i>Punishing</i>	3	3	3
MARs	<i>Elite Crew, Small Target</i>					
Special Rules	None					


							<b>THALES 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>			
16"	3	2	2	0	0	1			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>			
<i>Gunnery</i> <b>Fixed Weapon</b>		<b>F</b>	<i>Massed Fire</i>	<b>3</b>	-	-			
<b>MARs</b>		<i>Elite Crew, Small Target</i>							


							<b>GALEN 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	1	0	1			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>			
<i>Standard</i> <b>Turret</b>		<i>F/P/S</i>	-	<b>3</b>	-	-			
<b>MARs</b>		<i>Elite Crew, Escort, Small Target</i>							

# 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>Disruption, Hunter (Aerial) Massed Fire, Punishing</i>	22	-	-
<i>Standard</i> <b>Rocket Battery</b>		360°	<i>Disruption</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 both players roll a <b>D6</b> on the Damage Table rather than <b>D3</b>. 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>Disruption 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 Attached, 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 (3).</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 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	10	-
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>				
<b>Large Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		150
				<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>
8"	6	7	4	4	3	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Plasma Turret</i>		360°	<i>Disruption Massed Fire Punishing</i>	20	-	-
<b>MARs</b>	<i>Elite Crew, Independent Move, Inventive Scientists (2)</i>					
<b>Special Rule</b>	<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		75
				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>Disruption, 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 <i>Attached</i> , increasing the Points Cost of the Squadron by the appropriate amount					


 <b>SOCRATES BOMBARD</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
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 <i>Attached</i> , 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	CP	Act.D	Pas.D	VP
8"	5	4	2	2	2	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Fixed Weapon</b>		F	<i>Massed Fire</i>	7	4	-
<i>Standard</i> <b>Broadsides</b>		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 <i>Attached</i> , 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
6"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Energy</i> <b>Fixed Weapon</b>		F	<i>Punishing</i>	2	2	2
<b>MARs</b>	<i>Fearless, Elite Crew, Independent Move, Small Target, Special Forces (1)</i>					
<b>Special Rules</b>	<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
12"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<b>Standard Fixed Gun</b>		F	-	4	3	-
<b>MARs</b>	<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
10"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
		-	-	-	-	-
<b>MARs</b>	<i>Independent Move, Small Target,</i>					
<b>Special Rules</b>	<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
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
6"	2	6	5	3	0	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
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 (Line Infantry)</i> MAR.					


 <b>SUPPORT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
				Move	DR	HP
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>				
<b>Small Armoured Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		n/a
				<b>Squadron Size</b>		1-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	2	6	5	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>Independent Move, Small Target, Special Forces (2)</i>					
<b>Special Rules</b>	<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>EUCLID SKY DREADNOUGHT</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		350
				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>Disruption, 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	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	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, 4) 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	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	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
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<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>	8	4	-
<b>MARs</b>	<i>Elite Crew, Inventive Scientists (2), Independent Move, Security Posts (2)</i>					
<b>Special Rules</b>	<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
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard BroadSides</i>		P+S	-	6	6	-
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	5	5	5
<i>Standard Fixed Weapon</i>		F	-	6	4	-
<b>MARs</b>	<i>Elite Crew, Inventive Scientists (1)</i>					

 <b>CAPEK INTERCEPTOR</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		70
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
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		50
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	5	4	4	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
14"	3	2	I	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<b>Bomber</b>		360°	<i>Hunter (Surface)</i>	4	-	-
MARs	<i>Elite Crew, Independent Move, Small Target</i>					


 <b>ALEA ESCORT FLYER</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
				Move	DR	HP
14"	3	2	I	I	0	I
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
				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>Disruption, Indirect Fire</i>	9	9	9
MARs	<i>Fearless, Inventive Scientists (2), 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	-
<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	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	2
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	3	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
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.					