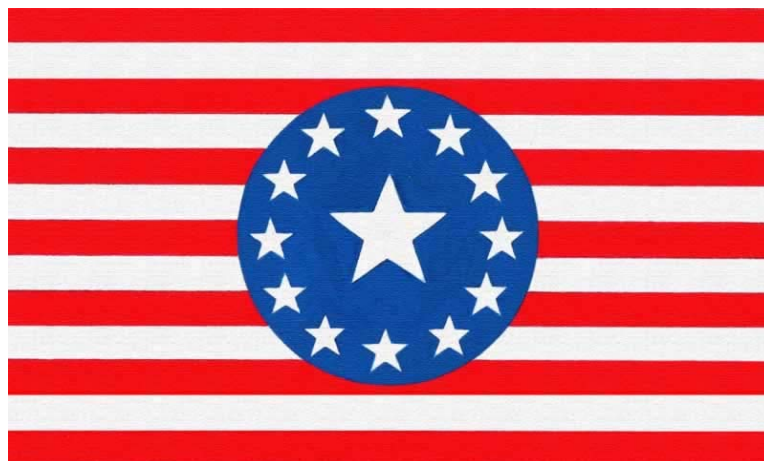


This document contains Model statistics for the **Federated States of America (FSA)**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

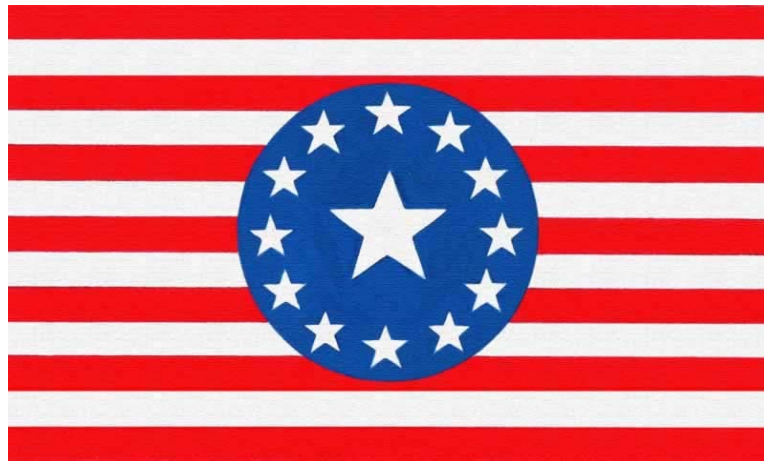
These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.



Version 3

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 and beyond!

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

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	0-2 Medium Squadrons* <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	0-2 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.

0-1 SHADOWHUNTER BATTLE GROUP

Large Squadrons	1x Liberty Heavy Battleship <i>(Lead Squadron)</i>
	1x Boston Submarine
Medium Squadrons	3x Georgetown Cruisers* <i>[*Any combination of Marks]</i>
Small Squadrons	4x Augusta Frigates
	5x Revere Corvettes
	6x Turtle Attack Submarines* <i>[*Deployed by the Boston]</i>
SPECIAL RULE	<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

Medium Squadrons	3x John Henry Battle Robots <i>(Lead Squadron)</i>
Small Squadrons	5x Freedom Battle Robots
SPECIAL RULE	<i>“If at first you don’t succeed, hit them again”</i> All models in this Battle Group gain the <i>Special Forces (2) MAR</i> when engaged in Melee with an enemy flyer.

AERIAL SUPPORT BATTLE GROUP

Large Squadrons	1x New Orleans Large Airship <i>(Lead Squadron)</i>
Medium Squadrons	4x PYB-2 Sea Planes
Small Squadrons	5x A-3 Strike Bombers
SPECIAL RULE	<i>“Into the clouds!”</i> 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 5+ , the Squadron gains an <i>Obscured</i> Marker.

BOMBARDMENT BATTLE GROUP

Medium Squadrons	2x B-72 Heavy Bombers <i>(Lead Squadron)</i>
Small Squadrons	3x Yale Heavy Destroyers
SPECIAL RULE	<i>“Why drop 100 shells on the enemy when 1000 will do?”</i> All Bomb and Gunnery 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> .

BATTLE FLOTILLA BATTLE GROUP

Large Squadrons	1x Enterprise Dreadnought with 3x Springfield Escorts <i>(Lead Squadron)</i>
Medium Squadrons	2x Princeton Gunships
Small Squadrons	4x Guilford Destroyers
SPECIAL RULE	<i>“Let our enemies fight in the shade... if for but a short time...”</i> All Rockets fired by this Battle Group have the <i>Massed Fire</i> and <i>Punishing MARS</i> when targeting models on the <i>Combat (Surface)</i> Height Level.

MOBILE ARMOUR BATTLE GROUP


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


DREAD-ROBOT BATTLE GROUP


Large Squadron	1x Restitution Dread-Robot <i>(Lead Squadron)</i>
SPECIAL RULE	<i>“We Stand Alone!”</i> This model may only be fielded as part of a Dread-Robot Battle Group.


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

 ENTERPRISE DREADNOUGHT						
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>Standard Broadships</i>		P+S	<i>Massed Fire</i>	10	7	-
<i>Gunnery Turret Battery</i>		F/P/S	<i>Punishing</i>	16	14	12
<i>Gunnery Turret</i>		A/P/S	<i>Punishing</i>	8	7	6
<i>Rocket Battery</i>		360°	-	12	18	-
MARs	<i>Kinetic Generator, Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Springfield Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 LIBERTY HEAVY BATTLESHIP						
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>Standard Broadships</i>		P+S	<i>Massed Fire</i>	10	9	-
<i>Gunnery Turret</i>		F/P/S	<i>Punishing</i>	12	9	6
<i>Gunnery Turret</i>		A/P/S	<i>Punishing</i>	12	9	6
<i>Rocket Battery</i>		360°	-	12	15	-
MARs	<i>Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Springfield Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 SAN FRANCISCO ASSAULT CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		180
				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
Standard Broadsides		P+S	<i>Hunter (Aerial), Massed Fire</i>	10	-	-
Standard Fixed Gun		F	<i>Punishing</i>	14	10	6
<i>Rocket Battery</i>		360°	<i>None</i>	8	7	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Elite Crew, Kinetic Generator</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Springfield Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 SARATOGA FLEET CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		125
				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
Standard Broadsides		P+S	<i>Hunter (Aerial), Massed Fire</i>	16	14	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3), Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Springfield Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


		BOSTON ATTACK SUBMERSIBLE				
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	6
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Fixed Weapon		F	<i>Massed Fire</i> <i>Punishing</i>	15	15	5
MARs	<i>Combat Deployment (Turtles, 6), Disruption Generator, Minelayer, Special Forces (2)</i>					
Special Rules	Node Launcher - This model may target an enemy vessel with its Disruption Generator up to Effective Range rather than just Point Blank.					


MEDIUM NAVAL MODELS

 ANNAPOLIS BATTLECRUISER						
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
Standard Broadsides		P+S	-	8	-	-
Gunnery Turret		F/P/S	Punishing	12	10	8
Gunnery Turret		A/P/S	Punishing	12	10	8
Rocket Battery		360°	-	6	5	-
MARs	<i>Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Springfield Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 PRINCETON GUNSHIP						
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	3
Weapon		Arc	MAR	PB	EF	LR
Gunnery Bombard		360°	Indirect Fire Punishing	9	7	6
Rocket Battery		360°	-	5	6	-
MARs	<i>Disruption Generator</i>					


		GEORGETOWN CRUISER MKI				
Medium Naval 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 BroadSides</i>		<i>P+S</i>	-	5	3	-
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	10	7	5
MARs	<i>Kinetic Generator, Special Forces (2)</i>					
Special Rules	Mixed Squadron - Any Squadron of Georgetown Cruisers may be made up of a combination of Marks.					


		GEORGETOWN CRUISER MKII				
Medium Naval Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	2	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard BroadSides</i>		<i>P+S</i>	-	5	3	0
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	10	7	5
MARs	<i>None</i>					
Special Rules	Mixed Squadron - Any Squadron of Georgetown Cruisers may be made up of a combination of Marks.					


		GEORGETOWN CRUISER MKIII				
Medium Naval Model						
PLAYTEST DOCUMENT				Points		80
				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>		<i>P+S</i>	-	5	3	-
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	10	7	5
<i>Rocket Battery</i>		<i>360°</i>	-	6	4	-
MARs	<i>None</i>					
Special Rules	Mixed Squadron - Any Squadron of Georgetown Cruisers may be made up of a combination of Marks.					


SMALL NAVAL MODELS


							YALE HEAVY DESTROYER		
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>		<i>F/P/S</i>	<i>Indirect Fire Punishing</i>	5	6	7			
MARs		Small Target							

							GUILFORD DESTROYER		
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>		<i>F/P/S</i>	<i>Hunter (Aerial)</i>	4	-	-			
<i>Rocket Battery</i>		360°	<i>Hunter (Aerial)</i>	4	5	-			
MARs		Small Target							


							AUGUSTA FRIGATE		
Small Naval Model									
PLAYTEST DOCUMENT						Points		25	
						Squadron Size		3-4	
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>		<i>P+S</i>	<i>Hunter (Aerial)</i>	4	3	-			
MARs		Small Target							


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


		REVERE CORVETTE				
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	3	2	3	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Hunter (Aerial)</i>	4	-	-
MARs		<i>Small Target, Special Forces (1)</i>				


		TURTLE ASSAULT SUBMARINE				
Small Naval Diving 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	<i>See Below</i>
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs		<i>Elite Crew, Independent Move, Small Target, Special Forces (1)</i>				
Special Rules		Combat Deployment - This model may only be deployed via a Boston Class Assault Submersible. Low-Value Resource – The opponent scores IVP for every TWO models destroyed.				

LARGE ARMoured MODELS


 RESTITUTION DREAD-ROBOT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		335
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	10	12	10	6	5	19
Weapon		Arc	MAR	PB	EF	LR
<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	-
MARs	<i>Elite Crew, Fearless, Special Forces (3)</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					
	Rocket Hammer: 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>Disruption</i> MAR on Boarding Assaults and the Horrific Damage Special Rule.					
	Horrific Damage: When resolving Boarding Damage both players roll a D6 on the Damage Table rather than D3 .					


 ALAMO MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		160
				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>		P+S	<i>Massed Fire</i>	8	6	-
<i>Bombard Fixed Weapon</i>		F	<i>Indirect Fire</i>	14	12	10
<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, Security Posts (2)</i>					


 PHILADELPHIA LANDSHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		190
PLAYTEST DOCUMENT				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 Broadsides</i>		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>					


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

MEDIUM ARMoured MODELS


	RENO HEAVY TANK					
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	3	2	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Bombard Turret</i>		360°	<i>Hunter (Aerial) Indirect Fire</i>	8	7	6
MARs		<i>Independent Move</i>				


	YORKTOWN BOMBARD					
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	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Bombard Fixed Weapon</i>		F	<i>Indirect Fire Punishing</i>	-	9	8
MARs		<i>Independent Move</i>				


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


		JACKSON MEDIUM TANK				
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	6	4	4	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		<i>P+S</i>	<i>Hunter (Aerial)</i>	<i>7</i>	<i>6</i>	<i>-</i>
MARs		<i>Independent Move</i>				


SMALL ARMoured MODELS

 PIONEER SMALL TANK						
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> Fixed Weapon		F	<i>Hunter (Aerial)</i>	4	3	-
MARs	<i>Independent Move, Small Target</i>					


 DEFIANCE ROBOT						
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> Fixed Weapon		F	<i>Hunter (Aerial)</i>	5	-	-
MARs	<i>Fearless, Independent Move, Small Target, Special Forces (1)</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					


 LINE INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		2-4
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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					


 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	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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.						

 ASSAULT INFANTRY							
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	<i>Elite Crew, 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.						


LARGE AERIAL MODELS


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


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


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


MEDIUM AERIAL MODELS

		B-72 HEAVY BOMBER				
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	7	6	5	3	1	5
Weapon		Arc	MAR	PB	EF	LR
Rocket Battery		360°	-	8	10	-
Bombs		360°	<i>Punishing</i>	17	-	-
MARs	-					
Special Rules	Momentum: This Model has a 4" Drift Move.					


		LEE SCOUTSHIP				
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	5	3	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i>		P+S	<i>Hunter (Aerial), Massed Fire</i>	7	5	-
<i>Rocket Battery</i>		F	<i>None</i>	5	7	-
Bombs		360°	-	6	-	-
MARs		-				


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

		A17 BOMBER				
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	4	4	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Torpedo Battery</i>		F	<i>Hunter (Submerged)</i>	7	5	3
Bombs		360°	<i>Hunter (Non-Aerial)</i>	7	-	-
MARs		-				


		PYB-2 SEA PLANE				
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		45
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	3	2	3	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		360°	<i>None</i>	8	7	-
MARs		-				


SMALL AERIAL MODELS

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


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


LARGE FORTIFICATION MODELS


 BUNKER COMPLEX						
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	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>Fearless, Minelayer, Security Posts (2)</i>					
Special Rules	Defensive Garrison - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


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

MEDIUM FORTIFICATION MODELS

 TURRET TOWER						
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>					

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

							COMMUNICATIONS TOWER		
Medium Multi-Theatre Model									
PLAYTEST DOCUMENT					Points		40		
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		Communications Array: Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.							

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