

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

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Version 3

PRUSSIAN EMPIRE



Fleet Quality = 3

PRUSSIAN EMPIRE MODEL ASSIGNED RULE

Blitz

Prussian combat doctrine encourages hard-charging deep into the enemy ranks where the massed fire of the Prussian guns can cause untold havoc. To ensure their forces reach the enemy, Prussian Commanders have perfected a form of blitz tactic that greatly increases their squadron's speed at critical points of the battle.

When initiating a Boarding Assault, all Prussian Medium and Small Models may ignore the presence of *Damage Markers* on their vessels when determining the number of successes generated in the Melee Step.

PRUSSIAN EMPIRE BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Prussian Empire 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. |

0-1 ICE MAIDEN BATTLE GROUP

| | |
|-------------------------|--|
| Medium Squadrons | 2x Donnerfaust Support Cruisers <i>(Lead Squadron)</i> |
| | 2x Havel Light Carriers |
| | 1x Donnerfaust Support Cruiser |
| Small Squadrons | 4x Stolz Destroyers |
| SPECIAL RULE | <i>"Iron Will, Cold Heart"</i> All models in this Battle Group gain the <i>Diehard Crew</i> MAR. |

RAIDING FLOTILLA BATTLE GROUP

| | |
|-------------------------|--|
| Medium Squadrons | 1x Königsburg Battle Cruiser <i>(Lead Squadron)</i> |
| | 1x Königsburg Battle Cruiser |
| Small Squadrons | 4x Stolz Destroyers |
| | 5x Saxony Corvettes |
| SPECIAL RULE | <i>"No Mercy!"</i> All models in this Battle Group gain the <i>Special Forces (I)</i> MAR. |

SUPPORT FLOTILLA BATTLE GROUP

| | |
|------------------------|---|
| Large Squadrons | 1x Rhine Carrier & 3x Wächter Escorts <i>(Lead Squadron)</i> |
| | 1x Metzger Battle Robot |
| | 1x Metzger Battle Robot |
| SPECIAL RULE | <i>"Forwards Until Death!"</i> All Squadrons in this Battle Group may increase their total movement by +D6" provided the movement subsequently causes the models to initiate a Boarding Assault. |

BOMBARDMENT BATTLE GROUP

| | |
|-------------------------|---|
| Medium Squadrons | 2x Adler Heavy Bombers <i>(Lead Squadron)</i> |
| | 2x Havel Light Carriers |
| SPECIAL RULE | <i>"Lets the skies rain blood!"</i> All attacks made by this Battle Group targeted against Aerial models gain the <i>Punishing</i> MAR. |

BATTLE FLOTILLA BATTLE GROUP

| | |
|-------------------------|--|
| Large Squadrons | 1x Blücher Dreadnought with 3x Wächter Escorts <i>(Lead Squadron)</i> |
| Medium Squadrons | 2x Hussar Gunships |
| SPECIAL RULE | <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 |

WOLF PACK BATTLE GROUP

| | |
|-------------------------|--|
| Large Squadrons | 1x Sturmbringer Submarine <i>(Lead Squadron)</i> |
| Medium Squadrons | 2x Donnerfaust Support Cruisers |
| Small Squadrons | 5x Zerstörer Small Bombers |
| SPECIAL RULE | <i>"Bring the Storm!"</i> All Squadrons in this Battle Group may re-roll any D3s rolled as part of a Disruption Generator The second result must be accepted. |

ARMOURED ASSAULT BATTLE GROUP

| | |
|-------------------------|---|
| Medium Squadrons | 3x Recke Assault Tanks <i>(Lead Squadron)</i> |
| SPECIAL RULE | <i>"No Surrender!"</i> All Infantry deployed by this Battle Group gain the <i>Fearless</i> MAR. |


DREAD-ROBOT BATTLE GROUP


| | |
|-----------------------|---|
| Large Squadron | 1x Hochmeister 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 | <i>"Emplacements"</i> 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. <i>"We Stand Alone!"</i> These models may only be fielded as part of a Fortifications Battle Group. |


LARGE NAVAL MODELS

|  BLÜCHER DREADNOUGHT | | | | | | |
|--|---|-------|--------------------|---------------|-------|-----|
| Large Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 325 |
| | | | | Squadron Size | | |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 8" | 11 | 10 | 12 | 5 | 5 | 16 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla</i> Broadsides | | P+S | <i>Massed Fire</i> | 12 | 8 | - |
| <i>Tesla</i> Fixed Weapon | | F | <i>Disruption</i> | 20 | 15 | 5 |
| <i>Gunnery</i> Turret Battery | | F/P/S | <i>Massed Fire</i> | 12 | 8 | 5 |
| <i>Gunnery</i> Turret Battery | | A/P/S | <i>Massed Fire</i> | 12 | 8 | 5 |
| MARs | <i>Disruption Generator, Elite Crew, Security Posts (2)</i> | | | | | |
| Special Rules | Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount | | | | | |


|  ELBE FLEET CARRIER DREADNOUGHT | | | | | | |
|---|---|------|---|---------------|-------|-----|
| Large Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 300 |
| | | | | Squadron Size | | |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 8" | 11 | 10 | 9 | 7 | 3 | 18 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla</i> Broadsides | | P+S | <i>Disruption</i> <i>Massed Fire</i> | 9 | 6 | - |
| <i>Tesla</i> Fixed Weapon | | F | <i>Disruption</i> | 16 | 12 | 3 |
| <i>Tesla</i> Battery | | 360° | <i>Disruption</i> | 10 | 8 | - |
| Bombers | | 360° | <i>Hunter</i> <i>(Non-Aerial)</i> | 6 | 6 | - |
| Fighters | | 360° | <i>Hunter</i> <i>(Aerial)</i> | 5 | 5 | - |
| MARs | <i>Carrier (3), Elite Crew, Security Posts (2)</i> | | | | | |
| Special Rules | Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount | | | | | |


|  KAISER KARL BATTLESHIP | | | | | | |
|---|---|-------|--------------------|---------------|----|-----|
| Large Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 225 |
| | | | | Squadron Size | | 1 |
| | | | | Move | DR | HP |
| 8" | 9 | 9 | 8 | 4 | 4 | 9 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Standard Broadsides</i> | | P+S | <i>Massed Fire</i> | 12 | 9 | 0 |
| <i>Gunnery Turret Battery</i> | | F/P/S | <i>Massed Fire</i> | 14 | 12 | 6 |
| <i>Gunnery Turret</i> | | A/P/S | <i>Massed Fire</i> | 7 | 6 | 3 |
| <i>Tesla Battery</i> | | F | <i>Disruption</i> | 12 | 8 | 6 |
| MARs | <i>Elite Crew</i> | | | | | |
| Special Rules | Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount | | | | | |


|  STURMBRINGER SUBMARINE | | | | | | |
|---|---|-------|---------------------------------|---------------|----|-----|
| Large Naval Diving Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 200 |
| | | | | Squadron Size | | 1 |
| | | | | Move | DR | HP |
| 10" | 6 | 6 | 4 | 3 | 3 | 8 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Turret</i> | | F/P/S | <i>Disruption</i> | 9 | 8 | - |
| <i>Tesla Turret</i> | | A/P/S | <i>Disruption</i> | 9 | 8 | - |
| <i>Tesla Bombard</i> | | 360° | <i>Disruption Indirect Fire</i> | - | 10 | 7 |
| MARs | <i>Disruption Generator, Elite Crew</i> | | | | | |
| Special Rules | None | | | | | |


|  RHINE ASSAULT CARRIER | | | | | | |
|--|---|------|---------------------------------|---------------|-------|-----|
| Large Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 170 |
| | | | | Squadron Size | | 1 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 7" | 7 | 7 | 7 | 6 | 3 | 6 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Broadside</i> s | | P+S | <i>Disruption Massed Fire</i> | 14 | 10 | - |
| <i>Tesla Bombard</i> | | F | <i>Disruption Indirect Fire</i> | - | 12 | 15 |
| Bombers | | 360° | <i>Hunter (Non-Aerial)</i> | 6 | 6 | - |
| Fighters | | 360° | <i>Hunter (Aerial)</i> | 5 | 5 | - |
| MARs | <i>Carrier (2), Elite Crew, Security Posts (2)</i> | | | | | |
| Special Rules | Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount | | | | | |


MEDIUM NAVAL MODELS

|  KÖNIGSBERG BATTLECRUISER | | | | | | |
|---|---|-------|--------------------|---------------|-------|-----|
| Medium Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 120 |
| | | | | Squadron Size | | 1 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 10" | 6 | 6 | 6 | 5 | 3 | 5 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Standard Broadships</i> | | P+S | <i>Massed Fire</i> | 6 | 5 | - |
| <i>Gunnery Turret Battery</i> | | F/P/S | <i>Massed Fire</i> | 18 | 12 | 7 |
| <i>Tesla Battery</i> | | 360° | <i>Disruption</i> | 10 | 9 | - |
| MARs | <i>Disruption Generator, Elite Crew</i> | | | | | |
| Special Rules | Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount | | | | | |


|  DONNERFAUST SUPPORT CRUISER | | | | | | |
|--|---|-------|-------------------|---------------|-------|-----|
| Medium Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 100 |
| | | | | Squadron Size | | 1-2 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 11" | 5 | 5 | 3 | 2 | 2 | 4 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Broadships</i> | | P+S | <i>Disruption</i> | 4 | 2 | - |
| <i>Tesla Turret</i> | | F/P/S | <i>Disruption</i> | 5 | 5 | - |
| <i>Tesla Turret</i> | | A/P/S | <i>Disruption</i> | 5 | 5 | - |
| MARs | <i>Disruption Generator, Security Posts (2)</i> | | | | | |
| Special Rules | None | | | | | |


|  HAVEL LIGHT CARRIER | | | | | | |
|--|--|------------|----------------------------|---------------|----|-----|
| Medium Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 90 |
| | | | | Squadron Size | | 1-2 |
| | | | | Move | DR | HP |
| 10" | 5 | 5 | 3 | 2 | 2 | 4 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Standard Broadships</i> | | <i>P+S</i> | <i>Massed Fire</i> | 9 | 7 | - |
| Bombers | | 360° | <i>Hunter (Non-Aerial)</i> | 6 | 6 | - |
| Fighters | | 360° | <i>Hunter (Aerial)</i> | 5 | 5 | - |
| MARs | <i>Carrier (1), Minelayer, Disruption Generator</i> | | | | | |
| Special Rules | Squadron Support: Should this Squadron be taken as a single model it may have 0-3 Naval Wächter Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount | | | | | |


|  HUSSAR GUNSHIP | | | | | | |
|---|-----------------------------|--------------|--------------------|---------------|----|-----|
| Medium Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 90 |
| | | | | Squadron Size | | 1-2 |
| | | | | Move | DR | HP |
| 11" | 5 | 5 | 4 | 4 | 2 | 4 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Gunnery Broadships</i> | | <i>P+S</i> | <i>Massed Fire</i> | 4 | 3 | - |
| <i>Gunnery Turret Battery</i> | | <i>F/P/S</i> | <i>Massed Fire</i> | 8 | 7 | - |
| MARs | <i>Disruption Generator</i> | | | | | |
| Special Rules | None | | | | | |


|  UHLAN CRUISER | | | | | | | |
|--|--------------------------------------|--------------|--------------------|----|---------------|----|-----|
| Medium Model | | | | | | | |
| PLAYTEST DOCUMENT | | | | | Points | | 65 |
| | | | | | Squadron Size | | 2-3 |
| | | | | | Move | DR | HP |
| 11" | 5 | 5 | 5 | 3 | 2 | 3 | |
| Weapon | | Arc | MAR | PB | EF | LR | |
| <i>Gunnery Turret</i> | | <i>F/P/S</i> | - | 7 | 6 | 3 | |
| <i>Standard Broadships</i> | | <i>P+S</i> | <i>Massed Fire</i> | 4 | 3 | - | |
| MARs | <i>Special Forces (2), Minelayer</i> | | | | | | |
| Special Rules | None | | | | | | |

SMALL NAVAL MODELS

|  STOLZ DESTROYER | | | | | | |
|--|--------------|-----|--|---------------|-------|-----|
| Small Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 40 |
| | | | | Squadron Size | | 2-4 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 12" | 4 | 2 | 3 | 2 | 1 | 2 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Standard Fixed Weapon</i> | | F | <i>Hunter (Non-Aerial), Massed Fire, Punishing</i> | 6 | 4 | - |
| MARs | Small Target | | | | | |


|  ARMINIUS FRIGATE | | | | | | |
|---|--------------|--------------|-------------------|---------------|-------|-----|
| Small Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 25 |
| | | | | Squadron Size | | 3-4 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 13" | 3 | 2 | 1 | 1 | 0 | 1 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Turret</i> | | <i>F/P/S</i> | <i>Disruption</i> | 6 | - | - |
| MARs | Small Target | | | | | |


|  SAXONY CORVETTE | | | | | | |
|--|----------------------------------|--------------|-------------------|---------------|----|-----|
| Small Naval Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 20 |
| | | | | Squadron Size | | 3-5 |
| | | | | Move | DR | HP |
| 15" | 3 | 2 | 2 | 1 | 0 | 1 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Turret</i> | | <i>F/P/S</i> | <i>Disruption</i> | 4 | - | - |
| MARs | Small Target, Special Forces (1) | | | | | |


|  WÄCHTER ESCORT | | | | | | |
|---|----------------------|--------------|--------------------|---------------|----|-----|
| Small Naval 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 |
| <i>Standard Turret</i> | | <i>F/P/S</i> | <i>Massed Fire</i> | 3 | - | - |
| MARs | Escort, Small Target | | | | | |
| Special Rules | None | | | | | |

LARGE ARMoured MODELS


| | | | | | | |
|--------------------------------------|---|--------------|--------------------|---------------|--------------|-----------|
| HOCHMEISTER DREADNOUGHT ROBOT | | | | | | |
| Large Multi-Theatre Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 350 |
| | | | | Squadron Size | | 1 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 7" | 10 | 12 | 12 | 5 | 4 | 20 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | <i>F/P/S</i> | <i>Disruption</i> | 15 | 13 | - |
| <i>Gunnery Turret Battery</i> | | <i>F/P/S</i> | <i>Massed Fire</i> | 16 | 11 | 5 |
| MARs | <i>Disruption Generator, Elite Crew, Fearless, Special Forces (6)</i> | | | | | |
| Special Rules | <p>Horrific Damage: When resolving Boarding Damage, both players roll a D6 on the Damage Table rather than D3.</p> <p>Restricted Boarding: This Model has a Boarding Assault Range of 4".</p> <p>Weapon Options: this model Must select one of the following options:</p> <ul style="list-style-type: none"> • Donnersturm Maces: This model gains the <i>Punishing</i> MAR on its Boarding Assaults. • Blitzschalg Sword: This model gains the <i>Disruption</i> MAR on its Boarding Assaults and its Restricted Boarding range is increased to 6". | | | | | |


|  SEYDLITZ MOBILE AIRFIELD | | | | | | |
|---|--|-------|----------------------------|---------------|-------|-----|
| Large Armoured Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 200 |
| | | | | Squadron Size | | 1 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 5" | 8 | 10 | 7 | 5 | 3 | 9 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Broadside</i> s | | P+S | <i>Disruption</i> | 6 | 5 | - |
| <i>Gunnery Turret</i> | | F/P/S | <i>Massed Fire</i> | 8 | 6 | 3 |
| <i>Gunnery Turret</i> | | A/P/S | <i>Massed Fire</i> | 8 | 6 | 3 |
| <i>Tesla Fixed Weapon</i> | | F | <i>Disruption</i> | 10 | 8 | 4 |
| Bombers | | 360° | <i>Hunter (Non-Aerial)</i> | 6 | 6 | - |
| Fighters | | 360° | <i>Hunter (Aerial)</i> | 5 | 5 | - |
| MARs | <i>Carrier (3), Disruption Generator, Elite Crew, Security Posts (1)</i> | | | | | |
| Special Rules | Squadron Support: This Squadron may have 0-2 Armoured Ritter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount | | | | | |


|  STURMPANZER LAND SHIP | | | | | | |
|--|--|-----|--------------------|---------------|-------|-----|
| Large Armoured Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 160 |
| | | | | Squadron Size | | 1 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 8" | 8 | 8 | 8 | 5 | 3 | 7 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Gunnery Broadside Battery</i> | | P+S | <i>Massed Fire</i> | 15 | 9 | - |
| <i>Tesla Broadside</i> s | | P+S | <i>Disruption</i> | 8 | 3 | |
| <i>Tesla Fixed Weapon</i> | | F | <i>Disruption</i> | 12 | 7 | 4 |
| MARs | <i>Combat Deployment (Line Infantry, 2), Disruption Generator, Elite Crew, Security Posts (2)</i> | | | | | |
| Special Rules | Squadron Support: This Squadron may have 0-2 Armoured Ritter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount | | | | | |

| | | | | | | |
|---|--|-----------------------------|-------------------|----------------------|--------------|-----------|
|  | | METZGER BATTLE ROBOT | | | | |
| Large Multi-Theatre Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 135 |
| | | | | Squadron Size | | 1 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 7" | 8 | 7 | 9 | 3 | 3 | 7 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | <i>F/P/S</i> | <i>Disruption</i> | 14 | 10 | - |
| MARs | <i>Disruption Generator, Elite Crew, Fearless, Special Forces (3)</i> | | | | | |
| Special Rules | Restricted Boarding: This Model has a Boarding Assault Range of 4". | | | | | |


MEDIUM ARMoured MODELS


|  RECKE ASSAULT TANK | | | | | | |
|---|--|-----|-----------------------------------|---------------|-------|-----|
| Medium Armoured Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 105 |
| | | | | Squadron Size | | 1-3 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 8" | 5 | 4 | 5 | 2 | 1 | 4 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Broadside</i> | | P+S | <i>Disruption Massed Fire</i> | 8 | 7 | - |
| MARs | <i>Combat Deployment (Assault Infantry, 1), Elite Crew, Independent Move</i> | | | | | |
| Special Rules | Massed Assault – This Squadron must deploy their entire compliment of Infantry at the same time, becoming an Activation in their own right. | | | | | |


|  BS-3 BOMBARD | | | | | | |
|---|-------------------------|-----|-------------------------------------|---------------|-------|-----|
| Medium Armoured Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 60 |
| | | | | 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>Tesla Bombard</i> | | F | <i>Disruption Indirect Fire</i> | - | 9 | 6 |
| MARs | <i>Independent Move</i> | | | | | |


|  CF-4 MEDIUM TANK | | | | | | |
|---|-------------------------|-------|-------------------|---------------|-------|-----|
| Medium Armoured Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 65 |
| | | | | Squadron Size | | 2-3 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 8" | 5 | 4 | 3 | 2 | 1 | 2 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Turret</i> | | F/P/S | <i>Disruption</i> | 5 | 4 | - |
| <i>Tesla Broadside</i> | | P+S | <i>Disruption</i> | 4 | 2 | - |
| MARs | <i>Independent Move</i> | | | | | |


SMALL ARMoured MODELS

|  WALZE TANK | | | | | | |
|---|--------------------------------|-----|-------------|---------------|----|-----|
| Small Armoured Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 20 |
| | | | | Squadron Size | | 3-5 |
| | | | | Move | DR | HP |
| 12" | 3 | 2 | 2 | I | 0 | I |
| Weapon | | Arc | MAR | PB | EF | LR |
| Tesla BroadSides | | P+S | Disruption | 3 | - | - |
| Gunnery Fixed Weapon | | F | Massed Fire | 4 | - | - |
| MARs | Independent Move, Small Target | | | | | |


|  RITTER ASSAULT TANK | | | | | | |
|--|--|-----|-----|---------------|----|-----|
| Small Armoured Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 15 |
| | | | | Squadron Size | | n/a |
| | | | | Move | DR | HP |
| 10" | 3 | 2 | 2 | I | 0 | I |
| Weapon | | Arc | MAR | PB | EF | LR |
| - | | - | - | - | - | - |
| MARs | Elite Crew, Escort, Independent Move, Small Target | | | | | |


|  LINE INFANTRY | | | | | | |
|--|---|-----|-----|---------------|----|-----|
| 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 | Independent Move, Small Target | | | | | |
| 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 | | |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 5" | 2 | 6 | 3 | 2 | 0 | 1 |
| 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 | | |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 7" | 2 | 6 | 5 | 2 | 0 | 1 |
| 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. | | | | | |

LARGE AERIAL MODELS


|  IMPERIUM SKY FORTRESS | | | | | | |
|--|--|------|-------------------------------------|---------------|----|-----|
| Large Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 175 |
| | | | | Squadron Size | | 1 |
| | | | | Move | DR | HP |
| 5" | 8 | 9 | 8 | 6 | 2 | 9 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | F | <i>Disruption Massed Fire</i> | 12 | 10 | 3 |
| <i>Tesla Broad­sides</i> | | P+S | <i>Disruption Indirect Fire</i> | 9 | 4 | - |
| Bombs | | 360° | <i>Disruption</i> | 10 | - | - |
| Bombers | | 360° | <i>Hunter (Non- Aerial)</i> | 6 | 6 | - |
| Fighters | | 360° | <i>Hunter (Aerial)</i> | 5 | 5 | - |
| MARs | <i>Carrier (2), Disruption Generator, Elite Crew, Security Posts (2)</i> | | | | | |

|  GEWITTERWOLKE AIRSHIP | | | | | | |
|--|---|------|-------------------------------------|---------------|----|-----|
| Large Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 165 |
| | | | | Squadron Size | | 1 |
| | | | | Move | DR | HP |
| 7" | 8 | 8 | 9 | 4 | 2 | 7 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Fixed Weapon</i> | | F | <i>Disruption Massed Fire</i> | 15 | 12 | 3 |
| <i>Tesla Broad­sides</i> | | P+S | <i>Disruption Indirect Fire</i> | 10 | 8 | - |
| Bombs | | 360° | - | 15 | - | - |
| MARs | <i>Disruption Generator, Elite Crew, Security Posts (1)</i> | | | | | |


MEDIUM AERIAL MODELS


| ADLER HEAVY BOMBER | | | | | | |
|---------------------------|--|------|---|---------------|-------|-----|
| Medium Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 110 |
| | | | | Squadron Size | | 1 |
| | | | | Act.D | Pas.D | VP |
| Move | DR | HP | CP | 4 | 2 | 4 |
| 8" | 7 | 6 | 4 | | | |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | F | <i>Disruption</i> | 8 | 5 | 3 |
| <i>Tesla Battery</i> | | 360° | <i>Disruption</i> | 10 | 9 | - |
| <i>Tesla Bombs</i> | | 360° | <i>Disruption, Hunter (Surface)</i> | 14 | - | - |
| MARs | <i>Disruption Generator, Security Posts (2)</i> | | | | | |
| Special Rules | Momentum: This model has a 4" Drift Move. | | | | | |


| PFLICHT SCOUTSHIP | | | | | | |
|--------------------------|---------------------------------|------|--|---------------|-------|-----|
| Medium Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 80 |
| | | | | Squadron Size | | 2-3 |
| | | | | Act.D | Pas.D | VP |
| Move | DR | HP | CP | 3 | 2 | 3 |
| 8" | 5 | 5 | 5 | | | |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Broadships</i> | | P+S | <i>Disruption, Hunter (Aerial)</i> | 7 | 5 | 3 |
| <i>Tesla Battery</i> | | F | <i>Disruption, Hunter (Aerial)</i> | 6 | 4 | - |
| Bombs | | 360° | - | 6 | - | - |
| MARs | <i>Specialised Defences (2)</i> | | | | | |

|  GEIER BOMBER | | | | | | |
|---|----|------|------------------------------------|---------------|-------|-----|
| Medium Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 60 |
| | | | | Squadron Size | | 2-3 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 10" | 5 | 4 | 3 | 2 | 1 | 2 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | F | <i>Disruption Hunter (Surface)</i> | 7 | 5 | 3 |
| <i>Tesla Battery</i> | | A | <i>Disruption</i> | 6 | - | - |
| <i>Tesla Bombs</i> | | 360° | <i>Disruption</i> | 7 | - | - |
| MARs | - | | | | | |


SMALL AERIAL MODELS


|  SPEERWURF STRIKE AIRSHIP | | | | | | |
|---|--------------|------|--------------------------------------|---------------|-------|-----|
| Small Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 30 |
| | | | | Squadron Size | | 3-5 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 12" | 3 | 2 | 2 | 2 | 0 | 1 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | 360° | <i>Disruption Hunter (Submerged)</i> | 4 | - | - |
| MARs | Small Target | | | | | |

|  JAGER STRIKE AIRSHIP | | | | | | |
|---|--------------|------|-----------------------------------|---------------|-------|-----|
| Small Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 30 |
| | | | | Squadron Size | | 3-5 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 12" | 3 | 2 | 2 | 2 | 0 | 1 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | 360° | <i>Disruption Hunter (Aerial)</i> | 4 | - | - |
| MARs | Small Target | | | | | |


|  ZERSTORER STRIKE BOMBER | | | | | | |
|--|--------------|------|-------------------------|---------------|-------|-----|
| Small Aerial Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 20 |
| | | | | Squadron Size | | 3-5 |
| Move | DR | HP | CP | Act.D | Pas.D | VP |
| 15" | 4 | 2 | 1 | 1 | 0 | 1 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Bombs</i> | | 360° | <i>Hunter (Surface)</i> | 4 | - | - |
| MARs | Small Target | | | | | |


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 | 9 | 6 | 3 | 8 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Fixed Weapon</i> | | F | <i>Disruption</i> | 12 | 9 | 6 |
| <i>Standard Turret Battery</i> | | F | - | 17 | 11 | 5 |
| 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 | - |
| Bombers | | 360° | <i>Hunter (Non-Aerial)</i> | 6 | 6 | - |
| Fighters | | 360° | <i>Hunter (Aerial)</i> | 5 | 5 | - |
| 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 |
| | | | | Squadron Size | | 1 |
| | | | | Move | DR | HP |
| 0" | 6 | 5 | 4 | 4 | 3 | 1 |
| Weapon | | Arc | MAR | PB | EF | LR |
| - | | - | - | - | - | - |
| MARs | Security Posts (1) | | | | | |
| Special Rules | Communications Array: Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs. | | | | | |

|  TESLA TOWER | | | | | | |
|--|--------------------|-----|-------------------|---------------|----|----|
| Medium Multi-Theatre Model | | | | | | |
| PLAYTEST DOCUMENT | | | | Points | | 50 |
| | | | | Squadron Size | | 2 |
| | | | | Move | DR | HP |
| 0" | 6 | 5 | 4 | 4 | 3 | 3 |
| Weapon | | Arc | MAR | PB | EF | LR |
| <i>Tesla Battery</i> | | F | <i>Disruption</i> | 7 | 5 | - |
| <i>Tesla Broadside</i> s | | P+S | <i>Disruption</i> | 6 | 4 | - |
| MARs | Security Posts (1) | | | | | |