

This document contains Model statistics for the **Republique of France**. 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 Rulebook**. 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

REPUBLIQUE OF FRANCE



Fleet Quality = 2

REPUBLIQUE OF FRANCE MODEL ASSIGNED RULE

Heavy Anti-Aircraft Fire

In the recent modernisation of their armed forces, military thinking in the Republique of France emphasises air superiority as a key factor for victory. Their military vehicles are thus festooned with air defences capable of filling the skies with a wall of flak.

Republique of France models may re-roll **INITIAL** results of a 1 when rolling Passive Defence against Support Aircraft Wings and Rockets.

REPUBLIQUE OF FRANCE BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Republique of France 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.

SKIMMER FLOTILLA BATTLE GROUP

Large Squadrons	1x Magenta Battleship <i>(Lead Squadron)</i>
Medium Squadrons	3x Marseille Cruisers
Small Squadrons	4x Alma Frigates
SPECIAL RULE	<i>“Advanced Gravity Nullification Drives”</i> All Medium and Small models in this Battle Group gain the Independent Move MAR .

DREAD-ROBOT BATTLE GROUP

Large Squadron	1x Madame Liberté 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.

SUPPORT FLOTILLA BATTLE GROUP

Large Squadrons	1x Couronne Assault Carrier <i>(Lead Squadron)</i>
Medium Squadrons	3x Epaulard Submarines
SPECIAL RULE	<i>"Advanced Minelayers"</i> Models in this squadron with the <i>Minelayer</i> MAR count as two squadrons for determining which side has the most <i>Minelayers</i> .

BOMBARDMENT BATTLE GROUP

Medium Squadrons	2x Rousseau Heavy Bombers <i>(Lead Squadron)</i>
	4x Pascal Bombers
SPECIAL RULE	<i>"Experimental munitions"</i> All Bomb attacks made by models in this battlegroup gain the <i>Punishing</i> MAR in addition to any other effects.


BATTLE FLOTILLA BATTLE GROUP


Large Squadrons	1x Charlemagne Dreadnought <i>(Lead Squadron)</i>
Medium Squadrons	3x Ecuyer Support Cruisers
	2x Toulon Armoured Cruisers
Small Squadrons	4x Chevalier Heavy Destroyers
SPECIAL RULE	<i>"Prepare to Repel Boarders!"</i> All models in the Battle Group gain <i>Security Posts (1)</i> .


ATTACK FLOTILLA BATTLE GROUP	
Large Squadrons	1x La Rochelle Battleship <i>(Lead Squadron)</i>
Medium Squadrons	1X Cherbourg Battle Cruiser
	1x Cherbourg Battlecruiser
Small Squadrons	4x Requin Assault Corvettes
SPECIAL RULE	<i>"In the thick of it"</i> Models in this battlegroup gain the <i>Diehard Crew</i> MAR when there is an enemy model in Point Blank range.


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


 VAUBAN SKIMMING DREADNOUGHT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		350
				Squadron Size		1
				Act.D	Pas.D	VP
Move	DR	HP	CP	8	6	17
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i>		P+S	<i>Disruption</i>	10	6	4
<i>Standard Turret Battery</i>		360°	<i>Disruption</i>	20	16	9
<i>Rocket Battery</i>		360°	<i>Disruption</i>	-	11	11
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Cloud Generator, Elite Crew, Carrier (3), Security Posts (2)</i>					

 CHARLEMAGNE DREADNOUGHT						
Large Naval Model						
PLAYTEST DOCUMENT				Points		325
				Squadron Size		1
				Act.D	Pas.D	VP
Move	DR	HP	CP	5	5	16
Weapon		Arc	MAR	PB	EF	LR
<i>Heat Lance Broadside</i>		P+S	<i>Disruption Punishing</i>	16	8	-
<i>Standard Broadside</i>		P+S	-	10	6	4
<i>Gunnery Turrets</i>		F/P/S	<i>Disruption</i>	13	9	6
<i>Gunnery Turrets</i>		A/P/S	<i>Disruption</i>	13	9	6
<i>Rocket Battery</i>		360°	<i>Disruption</i>	9	9	9
MARs	<i>Cloud Generator, Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bayone Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 SAINT-MALO HEAVY BATTLESHIP						
Large Naval Model						
PIC OF MODEL				Points		250
				Squadron Size		I
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	6	6	3	10
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	-	12	9	6
<i>Gunnery Bombard Battery</i>		F	<i>Indirect Fire Disruption</i>	-	15	15
<i>Standard Turret Battery</i>		F/P/S	-	17	15	10
MARs	<i>Cloud Generator, Combat Deployment (Moustique, 6), Minelayer</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bayone Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 LA ROCHELLE SKIMMING HEAVY BATTLESHIP						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		245
				Squadron Size		I
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	9	7	6	4	10
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Battery</i>		F	-	8	7	-
<i>Gunnery Broadsides</i>		P+S	<i>Massed Fire</i>	14	12	9
<i>Heat Lance Turret</i>		F/P/S	<i>Disruption. Punishing</i>	16	14	
<i>Heat Lance Turret</i>		A/P/S	<i>Disruption. Punishing</i>	12	10	-
MARs	<i>Cloud Generator, Disruption Generator</i>					


 MAGENTA SKIMMING BATTLESHIP						
Large Multi-Theatre Model						
PIC OF MODEL				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	8	8	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Torpedo Battery</i>		F	-	10	8	7
<i>Gunney Broadships</i>		P+S	<i>Massed Fire</i>	12	10	8
<i>Standard Turret</i>		F/P/S	<i>Disruption</i>	9	8	6
<i>Standard Turret</i>		A/P/S	<i>Disruption</i>	9	8	6
MARs	<i>Cloud Generator</i>					


 COURONNE ASSAULT CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		155
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	7	6	5	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	<i>Disruption</i>	12	10	6
<i>Heat Lance Fixed Weapon</i>		F	<i>Disruption, Punishing</i>	16	8	-
<i>Rocket Battery</i>		360°	-	8	8	-
<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), Cloud Generator</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bayone Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


MEDIUM NAVAL MODELS


 CHERBOURG BATTLE CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	6	6	5	5	4	4
Weapon		Arc	MAR	PB	EF	LR
<i>Heat Lance Battery</i>		F/P/S	<i>Disruption Punishing</i>	16	8	-
<i>Heat Lance Turret</i>		A/P/S	<i>Disruption Punishing</i>	10	5	-
<i>Standard Broadships</i>		P+S	<i>Mass Fire</i>	9	8	6
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bayone Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 TOULON ARMoured CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		95
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	5	5	4	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	8	6	4
<i>Heat Lance Turret</i>		F/P/S	<i>Disruption Punishing</i>	10	5	-
MARs	None					


 DIEPPE CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		65
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	5	4	2	3
Weapon		Arc	MAR	PB	EF	LR
Torpedo Turret		F/P/S	-	7	6	4
Standard Turret		F/P/S	Hunter (Aerial)	8	7	-
MARs	None					


 ECUYER SUPPORT CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
PLAYTEST DOCUMENT				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	5	3	4	3	4
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	Disruption, Hunter (Aerial)	7	6	-
Standard Broadships		P+S	Hunter (Aerial), Massed Fire	7	-	-
MARs	None					


 <h2 style="text-align: center;">MARSEILLE SKIMMING CRUISER</h2>						
Medium Multi-Theatre Model						
PIC OF MODEL					Points	60
					Squadron Size	
					2-3	
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	3	3	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Disruption</i>	6	5	-
<i>Standard Broad­sides</i>		P+S	<i>Massed Fire</i>	6	3	-
MARs	None					


 <h2 style="text-align: center;">EPAULARD SUBMARINE</h2>						
Medium Naval Diving Model						
PLAYTEST DOCUMENT					Points	50
					Squadron Size	
					2-4	
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	4	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Bombard</i>		<i>360°</i>	<i>Disruption</i>	-	6	-
MARs	<i>Minelayer</i>					
Special Rules	Close Support Bombardment: This Model gains the <i>Indirect Fire</i> MAR when firing its Bombard at Effective Range.					


SMALL NAVAL MODELS


 CHEVALIER HEAVY DESTROYER						
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	4	3	2	2	1	2
Weapon		Arc	MAR	PB	EF	LR
Rocket Turret		360°	Disruption, Hunter (Aerial)	7	7	-
MARs	Small Target					

 ALMA SKIMMING DESTROYER						
Small Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	3	2	1	1	0	2
Weapon		Arc	MAR	PB	EF	LR
Gunnery Broadside Battery		P+S	Massed Fire Hunter (Aerial)	5	4	-
MARs	Small Target					


		LYON 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>Torpedo Battery</i>		F	-	4	4	3
<i>Standard Broadside</i>		P+S	-	4	-	-
MARs	<i>Small Target</i>					


		REQUIN CORVETTE				
Small Naval Model						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
15"	4	2	3	2	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Small Target</i>					


		BAYONE 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	1	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Escort, Small Target</i>					


		MOUSTIQUE 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	See Below
Weapon		Arc	MAR	PB	EF	LR
<i>Torpedo Battery</i>		F	-	3	-	-
MARs	<i>Small Target</i>					
Special Rules	<p>Combat Deployment: This model may only be fielded as part of the <i>Combat Deployment MAR</i>.</p> <p>Low-Value Resource – The opponent scores IVP for every TWO models destroyed.</p>					

LARGE AMOURED MODELS


 MADAME LIBERTE SKIMMING DREAD-ROBOT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		350
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	12	12	6	6	20
Weapon		Arc	MAR	PB	EF	LR
<i>Heat Lance Turret</i>		F/P/S	<i>Disruption Punishing</i>	20	14	-
<i>Standard Rocket Battery</i>		360°	<i>Disruption</i>	-	16	16
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire Punishing</i>	12	8	6
MARs	<i>Cloud Generator, Disruption Generator, Elite Crew, Fearless</i>					
Special Rules	Icon: All friendly Republique of France models within 12" of this model gain the <i>Die Hard Crew</i> MAR .					


 MASAULLE MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	9	6	6	3	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	12	8	6
<i>Standard Broadside</i>		P+S	-	10	9	4
<i>Standard Rocket Battery</i>		360°	<i>Disruption</i>	8	8	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3), Cloud Generator Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-1 Armoured Arbalete Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


 DANTON LANDSHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	7	5	3	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	10	6	5
<i>Standard Bombard Battery</i>		360°	<i>Indirect Fire Punishing</i>	-	7	7
<i>Heat Lance Fixed Weapon</i>		F	<i>Disruption Punishing</i>	16	12	-
MARs	<i>Cloud Generator, Combat Deployment (Line Infantry, 2) Disruption Generator, Elite Crew, Security Posts (1)</i>					
Special Rules	Squadron Support: This Squadron may have 0-1 Armoured Arbalete Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


 ALSACE LANDSHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	5	5	5	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Bombard Fixed Weapon</i>		360°	<i>Indirect Fire, Punishing</i>	-	12	9
<i>Standard Broadships</i>		P+S	-	8	5	2
MARs	-					
Special Rules	Squadron Support: This Squadron may have 0-1 Armoured Arbalete Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


MEDIUM ARMoured MODELS

 L'AMAN HEAVY TANK							
Medium Armoured Model							
PLAYTEST DOCUMENT					Points		85
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
7"	5	4	5	3	2	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Heat Lance Turret</i>		<i>F/P/S</i>	<i>Disruption Punishing</i>	9	4	-	
MARs		<i>Independent Move</i>					


 MARTEAU BOMBARD							
Medium Armoured Model							
PLAYTEST DOCUMENT					Points		55
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
6"	5	4	1	2	1	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Bombard</i>		F	<i>Disruption, Indirect Fire</i>	-	7	8	
MARs		<i>Independent Move</i>					


 ARBALETE AIRFIELD ESCORT							
Medium Armoured Model							
PLAYTEST DOCUMENT					Points		60
					Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP	
6"	5	4	4	2	1	2	
Weapon		Arc	MAR	PB	EF	LR	
<i>Fighters</i>		<i>360°</i>	<i>Hunter (Aerial)</i>	6	6	-	
MARs		<i>Carrier (1), Escort, Independent Move</i>					


		FOUCAULT R-6 MEDIUM TANK				
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	4	3	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	6	5	-
MARs	<i>Elite Crew, Independent Move</i>					


		GRELE FLAK TANK				
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		45
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	2	3	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Battery</i>		<i>360°</i>	<i>Hunter (Aerial)</i>	6	5	-
MARs	<i>Independent Move</i>					


SMALL ARMoured MODELS

 REIMS LIGHT TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Hunter (Aerial)</i>	5	4	-
MARs	<i>Independent Move, Small Target</i>					

 HOTCH SMALL TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	4	3	1
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	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		0
				Squadron Size		n/a
				Move	DR	HP
5"	2	6	3	2	0	I
Weapon		Arc	MAR	PB	EF	LR
Standard Gun Battery		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		0
				Move	DR	HP
7"	2	6	5		2	I
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


TOURBILLON SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
				Move	DR	HP
6"	8	10	7	6	3	13
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broad sides</i>		P+S	<i>Massed Fire</i>	17	13	9
Bombs		360°	-	10	-	-
Rocket Battery		360°	-	8	10	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	Carrier (2)					

MEDIUM AERIAL MODELS


ROUSSEAU HEAVY BOMBER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		115
				Squadron Size		1
				Move	DR	HP
10"	7	6	5	5	2	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>	12	8	6
Bombs		360°	<i>Hunter (Non-Aerial)</i>	14	-	-
MARs	-					
Special Rules	Momentum: This Model has a 4" Drift Move.					

 FURIEUX SCOUT SHIP						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	5	5	5	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broad­sides</i>		P+S	<i>Massed Fire</i>	9	7	5
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	-	-
MARs		<i>Minelayer</i>				


 VOLTAIRE HEAVY INTERCEPTOR						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	3	4	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>	6	5	-
Rocket Fixed Weapon		F	<i>Punishing</i>	6	5	-
MARs		-				


 PASCAL BOMBER							
Medium Aerial Model							
PLAYTEST DOCUMENT					Points		65
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
11"	5	4	3	4	1	2	
Weapon		Arc	MAR	PB	EF	LR	
Rocket Battery		360°	Disruption	7	6	-	
Bombs		360°	Disruption	9	-	-	
MARs		-					

SMALL AERIAL MODELS


 FRELON STRIKE BOMBER							
Small Aerial Model							
PLAYTEST DOCUMENT					Points		25
					Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP	
15"	4	2	1	2	0	1	
Weapon		Arc	MAR	PB	EF	LR	
Bombers		360°	Hunter (Sub-Surface)	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	8	7	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F	<i>Massed Fire</i>	12	8	6
<i>Bombard Battery</i>		360°	<i>Disruption, Indirect Fire</i>	-	11	11
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
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Gunnery Turret		360°	<i>Massed Fire</i>	10	7	4
MARs	Security Posts (1)					

 FLAK TOWER						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2
				Move	DR	HP
0"	6	5	4	5	3	2
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (1)					
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.					

 <h2 style="text-align: center;">COMMUNICATIONS TOWER</h2>						
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	<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.					

 <h2 style="text-align: center;">MORTAR TOWER</h2>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2
				Move	DR	HP
0"	6	5	4	4	3	2
Weapon		Arc	MAR	PB	EF	LR
<i>Bombard Battery</i>		<i>F/P/S</i>	<i>Disruption, Indirect Fire</i>	-	8	8
MARs	<i>Security Posts (1)</i>					