

This document contains model statistics for the Dominion of Canada Faction. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.

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Last Updated

23.05.2016

DOMINION OF CANADA

UNIVERSAL RULES FOR THE DOMINION OF CANADA

- In some places, the Dominion of Canada is abbreviated as **DoC** in the Dominion of Canada fleet guide.
- All Armoured Dominion of Canada Armoured Models have the All-Terrain MAR

DOMINION OF CANADA COMMODORES

Command Abilities

Each Game Turn, the controlling player may have the Commodore perform ONE of the following Command Abilities:

- **Safe Passage** (Within 8" of the Commodore's Vessel) – Re-roll one Treacherous Terrain Test for a Model in their fleet.
- **Fix it Lads** (Within 8" of the Commodore's Vessel) – Re-roll one Damage Repair Test for a Model in their fleet.
- **Stand Up and Be Counted** (Within 8" of the Commodore's Vessel) – Re-roll one die after a failed Disorder Test.

Commodore Doctrines

- **Forward Observers:** - In addition to the standard two Companies of Line Infantry Local Infantry Support, the Dominion of Canada ALSO has TWO Companies of Reconnaissance Infantry Local Infantry Support. These free Infantry Formations have the Attachment (DoC, Armoured, 2) MAR, and must be attached to other Dominion of Canada Armoured Squadrons.
- **Skilled Drivers:** This Ability may be activated during the Command Segment of a Non-Disordered Squadron Activation with a member within 16" of the Commodore's Model. For this activation, the squadron may move through Treacherous Terrain at full speed without taking a Treacherous Terrain Test.

BRITANNIAN LEND LEASE

Given their long standing alliance with the Britannian peoples and their strategic importance in the region, the Dominion of Canada have access to a limited number of Britannian Aerial assets, gifted to them by their larger ally.

In addition, the Dominion of Canada may contain the following models as part of their Non-Core Force:

- Illustrious Sky Fortress
- Eagle War Rotor
- Halifax Bomber
- Hawk Scout Rotor
- Merlin Interceptor
- Britannian Bunker Complex
- Britannian Tower Defensive Line

DOMINION OF CANADA BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player’s Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

ARMoured BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Resolution Landship * [Any Mark]	3x Steele Robots 3x Wolfe Medium Tanks 3x Huntsman or Thunderer Medium Tanks 3x Archer Flak Tanks	5x Defiance Robots	None	None

Free Tactical Action Card – Tally-Ho!

Important Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck.

DOMINION OF CANADA

The Dominion of Canada does not yet have any Specialist group squadrons.

Dominion of Canada					Resolution		Points	**
Land Ship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	10	9	8	6	5	8	6"	7
Raised Turrets (S)	6	5	4	-	AP	AA	CC	IR
Mortar Battery (P)	-	9	9	-	6	5	2	5

LARGE CAPITAL ARMoured MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive), Security Posts (2)

Options: This Model is fitted with an Internal Shield (2) Generator for no additional points
 The Model MUST be fielded as one of the following Marks:
 Mk 1: **100pts** The Model gains the Combat Co-ordinator (DoC, 8", Die Hard Attitude), and Combat Deployment (DoC; Line Infantry 3, Regular) MARs
 The 3x Line Infantry may be upgraded to be the following:
 • 3x Assault Infantry for an additional +20 points
 • 3x Close Support Infantry for an additional +40 points
 • 3x Engineer Infantry for an additional +40 points
 Mk 2: **120pts** The Model gains a Mortar Battery (P) and the High Payload (Mortar Battery) Munitions Type
 Mk 3: **150pts** The Model gains Four Raised Turrets (S)

Weaponry Arcs: The FOUR Raised Turrets (S) have offset 180 degree Fire Arcs
 The P/S Broadships (S) have a Broadside Fire Arc
 The ONE Heavy Mortar (P) has a 270 degree Fore Fire Arc

Dominion of Canada					Wolfe		Points	40
Medium Tank					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	6	5	4	-	5	6	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	2	2	2

MEDIUM ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: None
 Weaponry Arcs: ONE Main Turret (S) has a 360 degree Fire Arc

Dominion of Canada					Archer			Points	45
Flak Tank					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Volley Gun Battery (S)	6	5	-	-	5	6	8"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	4	2	2	

MEDIUM ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Attachment (DoC, Armoured, I), Heavy Ack Ack
 Options: None
 Weaponry Arcs: The ONE Volley Gun Battery (S) has a 360 degree Fire Arc

Dominion of Canada					Huntsman			Points	60
Tank Destroyer					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Anti-Tank Gun (P)	7	7	5	5	5	6	7"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	2	2	

MEDIUM ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: The Model has the Piercing (Anti-Tank Gun) Munitions Type
 Weaponry Arcs: The ONE Anti-Tank Gun (P) has a Fixed Channel Fore Fire Arc

Dominion of Canada					Thunderer			Points	60
Assault Gun					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Assault Cannon (P)	8	7	3	-	5	6	7"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	2	2	

MEDIUM ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: The Model has the High Payload (Assault Cannon) Munition Type
 Weaponry Arcs: The ONE Assault Cannon (P) has a Fixed Channel Fore Fire Arc

Dominion of Canada					Steele		Points	60
Medium Robot					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Left Arm Cannon (S)	7	6	5	-	4	6	6"	4
Right Arm Rockets (T)	4	5	6	-	AP	AA	CC	IR
Right Arm Flamethrower (T)	5	-	-	-	4	3	1	3

MEDIUM ARMoured CAPITAL ROBOT

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Altered Silhouette (Large), Flame Retardant Armour (2), Rugged Construction (1)
 Options: The Squadron may be made up of a combination of Marks as desired:
 Mk 1: The Model gains the Right Arm Rockets (T).
 Mk 2: The Model changes its Crew Type to Aggressive, gains the Right Arm Flamethrower (S), and the Fuel Reserves MAR

Weaponry Arcs: The Left Arm Cannon (P) has a 270-degree Fore Fire Arc
 The Right Arm Rockets (T) has a 270-degree Fore Fire Arc
 The Right Arm Flamethrower (T) has a 270-degree Fore Fire Arc

Dominion of Canada					Defiance Robot		Points	20
Robot					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Volley Guns (S)	5	4	-	-	4	5	6"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL ARMoured ROBOT

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 3-5

Model Assigned Rules: Altered Silhouette (Medium), Small Target, Spotter (Inept)
 Options: None
 Weaponry Arcs: The Volley Guns (S) have a 90-degree Fore Fire Arc.

DOMINION OF CANADA AERIAL FORCES

Kingdom of Britannia – Lend Lease					Illustrious		Points	150
Sky Fortress					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	6	10	6"	9
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR
Surface Mines x3	(5)	-	-		8	6	8	5

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Carrier (6), Fuel Reserves, Redoubtable, Strategic Value (50)
 Options: This Model is fitted with an Internal Pulse (16") Generator for no additional cost
 This Model may replace the Internal Pulse (16") Generator for an Internal Shield (2) Generator for +15 points

This Model deploys Surface Mines with the Magnetic Munitions Type

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease					Eagle		Points	150
War Rotor					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	6	9	7"	8
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR
Surface Mines x2	(5)	-	-	-	8	6	4	5

LARGE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Redoubtable, Rugged Construction (1)
 Options: This Model has the Piercing (Main Turret) Munitions Type
 This Model deploys Surface Mines with the Magnetic Munitions Type
 This Model is fitted with an Internal Guardian (2, 12", Protective=1) Generator for no additional cost

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease					Halifax			Points	125
Heavy Bomber					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (P)	10	8	7	4	5	7	10"	6	
Bomb Bay (T)	10	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	5	4	4	3	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bays), Combat Patrol, Hunter (Bombs, Surface+Submerged, +1), Momentum, Redoubtable, Squadron Support (KoB: SAW Fighters, 3)

Options: This Model has the Piercing (Bomb Bays) Munitions Type
 This Model has the Devastating (Fore Guns) Munitions Type
 This Model is fitted with an External Shield (2) Generator for no additional cost

Weaponry Arcs: The Fore Guns (P) have a Fore Fixed Channel Fire Arc
 TWO Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease					Hawk			Points	85
Scout Rotor					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Turret (S)	6	8	4	-	4	6	9"	5	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
Surface Mines x1	(5)	-	-	-	4	4	3	2	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Redoubtable, Spotter (Regular)
 Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost

This Model has the Piercing (Turret) Munitions Type
 This Model deploys Surface Mines with the Magnetic Munitions Type

Weaponry Arcs: ONE Turret (S) as a 360-degree Fire Arc
 ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease				Merlin			Points	25
Light Interceptor				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	3	5	15"	2
					AP	AA	CC	IR
					1	2	1	1

SMALL AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvre (+1), Hunter (Aerial, Fore Guns, +1), Momentum, Pack Tactics (Fore Guns, 1), Small Target

Options: None

Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	3	Big Fuel Tanks Hunter (Aerial +1)	2	1
Dive Bomber	12"	3	2	Hunter (Surface +1)	2	1
Reconnaissance Plane	16"	0	2	Spotter (Regular)	2	1

Canadian Aces: The following Support Aircraft Squadrons in the Dominion of Canada Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane, Dive Bomber.

DOMINION OF CANADA FORTIFICATIONS

Universal Fortifications

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Dominion of Canada					Bunker Complex		Points	150
Universal Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	6	4	6	14	0"	12
Bunker Guns (P)	9	7	6	4	AP	AA	CC	IR
-	-	-	-	-	9	7	0	14

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Strategic Value (50)

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +20 points

Weaponry Arcs: ONE Main Turret (P) has a 180-degree Fore Fire Arc
TWO Bunker Guns (P) have 90-degree Fore Fire Arcs

Dominion of Canada					Forward Landing Field		Points	115
Universal Fortification					Crew Type - Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Quad Turret (S)	8	6	4	2	5	8	0"	6
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	5	2	8

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc
ONE Quad Turret (S) has a 270-degree Aft Fire Arc

Dominion of Canada		Tower Defensive Line				Points	***	
Universal Fortification				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
Fore Torpedo Turret (T)	7	6	4	3	AP	AA	CC	IR
P/S Torpedoes (T)	6	5	3	2	4	2	0	7

MEDIUM CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Rugged Construction (2), Security Posts (1)

Options: Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:

Tower Type	Points	Rules
Communications Tower	40pts	The Model gains the Combat Coordinator (DoC, Die Hard Attitude, 12") MAR.
Flak Tower	40pts	The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs.
Generator Tower	35pts	The Model has ONE Main Turret (P) and MUST choose an Internal Generator from the following: Shield (2) Generator for +30 points <u>OR</u> Guardian (2, 12", Protective=1) Generator for an additional +40 points
Torpedo Tower	50pts	The Model has ONE Fore Torpedo Turret (S) and Port/Starboard Torpedoes (S) with an Internal Pulse (16") Generator.

Weaponry Arcs:
 The Main Turret (P) has a 360-degree Fire Arc
 The Fore Torpedo Turret (S) has a 90-degree Fore Fire Arc
 The P/S Torpedoes (S) have 90-degree P/S Fire Arcs

LAND FORTIFICATIONS

These Fortifications MUST be deployed on the Land Major Surface. All Infantry deployed by Squadrons of these Fortifications must be of the same Type.

Dominion of Canada		Heavy Infantry Bunker				Points	120	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	10	0"	10
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	4	0	12

LARGE CAPITAL LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (DoC, Line Infantry, 3, Standard), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +15 points
The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for an additional +15 points
- 3x Reserve Infantry for an additional +15 points
- 3x Close Support Infantry for an additional +30 points
- 3x Engineer Infantry for an additional +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type.

Dominion of Canada		Medium Infantry Bunker				Points	50	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	6

MEDIUM LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (DoC, Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement

Options: The 2x Line Infantry may be upgraded to be the following:

- 2x Assault Infantry for an additional +10 points
- 2x Reserve Infantry for an additional +10 points
- 2x Close Support Infantry for an additional +20 points
- 2x Engineer Infantry for an additional +20 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type.

Dominion of Canada					Small Infantry Bunker			Points	25
Land Fortification					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	5	0"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	4	

SMALL LAND FORTIFICATION

Squadron Size: 1-3

Model Assigned Rules: Combat Deployment (DoC, Line Infantry, 1, Standard), Long Range Assault, Rugged Construction (1), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for an additional +5 points
- 1x Reserve Infantry for an additional +5 points
- 1x Close Support Infantry for an additional +10 points
- 1x Engineer Infantry for an additional +10 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons **MUST** field Infantry Formations of the same Type.

DOMINION OF CANADA INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified Attachment to a Squadron or as part of either the Squadron Support or Combat Deployment Model Assigned Rules. In all cases, the cost of the Infantry is included in the points cost of the Parent Model/Squadron. However, their listed points cost ARE used for Victory Points calculations in the End Phase.

Any type of Infantry (except Reconnaissance Infantry) may be upgraded to a Mechanised Infantry formation during Force list creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the Infantry Formation's Profile in the following ways:

- Mechanised Infantry add an additional 3" to their Movement (Mv)
- Mechanised Infantry have the Small Target MAR INSTEAD of the Difficult Target MAR
- Mechanised Infantry do NOT gain the benefits of Cover

Dominion of Canada		Infantry Company				Points	20		
Line Infantry					Crew Type - Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	4	5"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	3	0	-	

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Dominion of Canada		Infantry Company				Points	30		
Engineer Infantry					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	5	5"	4	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	1	2	-	

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Dominion of Canada		Infantry Company				Points	20	
Reconnaissance Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	-

TINY ARMoured INFANTRY MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment ONLY
 Model Assigned Rules: Elusive Target, Difficult Target, Spotter (Regular)
 Options: This Model may upgrade to the Spotter (Expert) MAR for an additional +5 points

Dominion of Canada		Infantry Company				Points	25	
Assault Infantry					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	1	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Assault (2)
 Options: May become Mechanised (see above)

Dominion of Canada		Infantry Company				Points	30	
Close Support Infantry					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Close Mortars (S)	4	5	-	-	3	4	3"	3
					AP	AA	CC	IR
					2	3	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)
 Options: May become Mechanised (see above)
 Weaponry Arcs: The Close Mortars (S) have a 360-degree Fire Arc

Dominion of Canada				Infantry Company				Points	25
Reserve Infantry					Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	4	5"	4	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	5	4	0	-	

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Troop Reinforcement
 Options: May become Mechanised (see above)