

FEDERATED STATES OF AMERICA (FSA)



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FIRE TEAMS IN LEGIONS

As a matter of expediency certain infantry sections often find themselves separating into distinct Fire Teams to allow the members of their original section to better support each other, particularly when on the advance.

Sections capable of forming Fire Teams are always noted in their relevant Nations ORBATs and are governed by the following rules:

- The decision to form Fire Teams from a specific section **MUST** be noted in the Commander's Force List prior to the battle.
- A Fire Team **MUST** contain at least 4 members (with Gun Teams counting as 2 models for these purposes) and no section may split into more than 2 Fire Teams.
- Once a Fire Team is formed it becomes a separate entity for the purposes of Activation and Victory Points, and cannot reform into full section again during the course of a game.
- Fire Teams split from the same section **MUST** deploy with all their members within 12" of each other after which they are free to activate and act separately.

Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated!

FEDERATED STATES OF AMERICA OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

SECTION SIZE	1 Officer and 0-5 Federal Infantrymen (Any Infantrymen MUST be purchased with the same Experience Level as the Officer)(See the relevant entry for Points Costs and Basic Equipment of the Federal Infantrymen).			
COMMAND CAPABILITY & MODEL COST	The Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field.			
RANK	COMMAND POINTS	COMMAND RANGE	EXP.LEVEL	POINTS
2nd Lieutenant	3	4"	Militia	40
1st Lieutenant	4	6"	Regular	75
Captain	5	6"	Regular	100
Major	6	8"	Veteran	150
Colonel	8	8"	Veteran	175

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Officer	Infantry Officer	6"	4	3	3 [BLUE]	Model 4 Revolver	-
Forward Observer	Infantry	6"	3	1	2 [BLACK]	Mortar Strike	Spotter

COMMAND ABILITIES	<p>In addition to the Standing Orders, FSA Infantry Officers may use the following Orders:</p> <p>Fight harder or you can say hello to Louise! Command Point Cost = 1 Passes Required = 1 Issued in – Issued after a Section fails a Morale Test. Order – A Section may re-roll the Test. If passed remove all Shaken Markers from the Section. If failed... the section gains an additional Shaken Marker.</p> <p>Scramble! Command Point Cost = 3 Passes Required = 2 Issued in – When an FSA Infantry Section comes under enemy fire. Order – A Section ordered to Scramble! may make an immediate D3+3" Move after the Enemy declared their attack, and before any dice are rolled. Ranges for the attack use the positions of the models after they Scramble! Models in a Section that has been Ordered to Scramble! must maintain coherency.</p>
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COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
Section Attachment	1 Forward Observer may be added to a Section.	0-1	+35 Points
Field Equipment	This Section may be upgraded to have Flashbangs.	X	+2 Points per model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per model
	An Officer may replace their Revolver for an Orlington Light Machine Gun (LMG).	0-1	+10 Points
Transport	A Patriot Armoured Carrier may be added to the Section.	0-1	+70 Points

FEDERATED STATES OF AMERICA TREADBIKE OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

SECTION SIZE	1 Officer and 0-3 Treadbikes (See the relevant entry for Points Costs and Basic Equipment of the Federal Treadbike).			
COMMAND CAPABILITY & MODEL COST	The Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field.			
RANK	COMMAND POINTS	COMMAND RANGE	EXP. LEVEL	POINTS
1st Lieutenant	4	6"	Regular	150
Captain	5	6"	Regular	175
Major	6	8"	Veteran	225

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Cavalry Officer	Infantry Officer	10"	4	3	5 [BLUE]	Twin Mounted LMG [F-90°], Model 4 Revolver	Elusive Target
COMMAND ABILITIES	In addition to the Standing Orders, FSA Treadbike Officers may use the following Orders: Follow Me Men! Command Point Cost = 2 Passes Required = 2 Issued in – Issued at the beginning of the Movement Segment, and only to the Officer's Treadbike Section, or any Treadbike Section within Command Range. Order – If Successful the Section counts as being Infantry for the purposes of Movement Restrictions in Area Terrain, each Cavalry model counts as taking up a space equal to a Capacity of '4' (see Terrain Chapter for rules on Capacity).						

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
Section Attachment	See the relevant Treadbike Section of the FSA ORBAT.		
Field Equipment			
Transport			

DOCTOR SAMUEL ORLINGTON

This Section occupies the Officers and Characters Section in the Platoon Structure.

SECTION SIZE	1 Doctor Samuel Orlington 0-1 Crook the Buzzard 0-5 Regular Federal Infantrymen
COMMAND CAPABILITY & MODEL COST	Doctor Samuel Orlington is Regular and costs 120 Points Crook the Buzzard is Orlington's 'only friend' and costs 30 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Doctor Samuel Orlington	Infantry	6"	4	3	3 [BLACK]	Snub Gatlings (x2)	Dual Wielding, NCO (2), Unique
Crook the Buzzard	Jetpack	12"	-	-	-	-	Non Combatant, Perfect Recon, Spotter, Unique

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	None - Orlington's Ego will not allow it!	-	-
Specialists	Up to 2 Federal Infantryman may be upgraded to a Federal Infantryman Specialist: Each Federal Infantryman Specialist is armed with an Orlington Light Machine Gun (LMG).	0-2	+5 Points per Model
	1 Federal Infantryman may be upgraded to a Scout. See the Wilderness Section entry for details.	0-1	+10 Points
	1 Federal Infantryman may be upgraded to a Hunter. See the Wilderness Section entry for details.	0-1	+10 Points
Section Attachment	In addition to the Section's complement of Federal Infantrymen, a single Forward Observer may be added.	0-1	+25 Points
Field Equipment	This Section may be upgraded to have Flashbangs.	X	+2 Points per model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per model
Transport	A Patriot Armoured Carrier may be added to the Section.	0-1	+70 Points

COMMAND ABILITIES	Crook the Buzzard has the ability listed below: Perfect Recon – After deployment has been completed Orlington can re-deploy D3 FSA Infantry Sections.
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MAJOR BEAUREGARD & CLOCK-O-DILE

This Section occupies the Officers and Characters Section in the Platoon Structure.

SECTION SIZE	1 Major Beauregard 1 Clock-O-Dile 0-4 Veteran Assault Infantrymen			
COMMAND CAPABILITY & MODEL COST	Major Beauregard and Clock-O-Dile are both Veterans and cost 220 Points. The Assault Infantrymen are also Veteran. See the relevant entry for Points Costs and Options in this document.			
RANK	COMMAND POINTS	COMMAND POINTS	EXP. LEVEL	POINTS
Major	6	8"	Veteran	220

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Major Beauregard	Infantry Officer	6"	4	4	3 [BLUE]	Model 4 Revolver	Unique
Clock-O-Dile	Infantry	2D6"	5	2	6 [RED]	-	Daunting, Unique

NCOs	1 Federal Infantryman may be upgraded to be a Federal Infantry Staff Sergeant.	0-1	+20 Points
Specialists	Up to 2 Federal Infantryman may be upgraded to a Federal Infantryman Specialist armed with an Orlington Light Machine Gun.	0-2	+5 Points per Model
Field Equipment	This Section may be upgraded to have Flashbangs.	X	+2 Points per model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per model
Transport	This Section may not use Transports.	-	-

COMMAND ABILITIES	Major Beauregard may only issue Standing Orders.
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FEDERAL INFANTRY BATTLE SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

SECTION SIZE	A Federal Infantry Battle Section may contain between 6 to 10 Infantrymen.
COMMAND CAPABILITY & MODEL COST	All models in a Federal Battle Section must be of the same Experience Level: Each Militia Infantryman costs 15 Points. Each Regular Infantryman costs 25 Points. Each Veteran Infantryman costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Infantryman	Infantry	6"	3	1	2 [BLACK]	Winchester Carbine	-
Federal Specialist	Infantry	6"	4	1	2 [BLACK]	Orlington Light Machinegun	-
Federal Sergeant	Infantry	6"	3	2	3 [BLUE]	Model 4 Revolver	NCO (1)
Federal Staff Sergeant	Infantry	6"	4	2	4 [BLUE]	Model 4 Revolver	NCO (2)
Gun Team	Infantry	6"	3	2	2 [BLACK]	.50cal Gatling Gun [F-180°]	Cumbersome, Move or Fire
Forward Observer	Infantry	6"	3	1	2 [BLACK]	-	Spotter

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Infantryman may be upgraded to be an NCO chosen from the following: • A Federal Sergeant. • A Federal Staff Sergeant.	0-1	+5 Points for a Sergeant +20 Points for a Staff Sergeant
Specialists	Up to 1 Federal Infantryman may be upgraded to a Federal Infantryman Specialist, armed with an Orlington Light Machine Gun.	0-1	+5 Points
	1 Federal Infantryman may be upgraded to a Scout. See the Wilderness Section entry for details.	0-1	+10 Points
	1 Federal Infantryman may be upgraded to a Hunter. See the Wilderness Section entry for details.	0-1	+10 Points
Gun Team	2 Federal Infantryman may be upgraded to form a Gun Team: These Infantryman both exchange their Winchester Repeating Carbines for a single .50cal Gatling Heavy Machine Gun.	0-1	+10 Points
Section Attachment	In addition to the Section's complement of Federal Infantrymen, a single Forward Observer may be added.	0-1	+25 Points
Field Equipment	This Section may be upgraded to have Flashbangs.	X	+2 Points per model
	This Section may be upgraded to have Tank Mines.	X	+3 Points per model
Transport	Up to 2 Patriot Armoured Carriers may be added to this Section.	0-2	+70 Points per model

FEDERAL INFANTRY ASSAULT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

SECTION SIZE	The Federal Assault Section may contain between 6 to 10 Linemen.
COMMAND CAPABILITY & MODEL COST	All models in a Assault Section must be of the same Experience Level: Each Militia Federal Infantryman costs 15 Points. Each Regular Federal Infantryman costs 25 Points. Each Veteran Federal Infantryman costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Infantryman	Infantry	6"	3	1	2 [BLACK]	Winchester Carbine	Flashbangs
Federal Specialist	Infantry	6"	4	1	2 [BLACK]	Orlington Light Machinegun	Flashbangs
Federal Sergeant	Infantry	6"	3	2	3 [BLUE]	Model 4 Revolver	Flashbangs, NCO (1)
Federal Staff Sergeant	Infantry	6"	4	2	4 [BLUE]	Model 4 Revolver	Flashbangs, NCO (2)

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Infantryman may be upgraded to be an NCO chosen from the following: • A Federal Sergeant. • A Federal Staff Sergeant.	0-1	+5 Points for a Sergeant +20 Points for a Staff Sergeant
Specialists	Up to 2 Federal Infantryman may be upgraded to a Federal Infantryman Specialist, armed with an Orlington Light Machine Gun.	0-2	+5 Points per model
	1 Federal Infantryman may be upgraded to a Scout. See the Wilderness Section entry for details.	0-1	+10 Points
field Equipment	This Section may be upgraded to have Tank Mines.	X	+3 Points per model
Transport	Up to 2 Patriot Armoured Carriers may be added to this Section.	0-2	+70 Points per model

FEDERAL INFANTRY HMG SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

SECTION SIZE	The HMG Section may contain between 6 to 10 Federal Infantrymen.
COMMAND CAPABILITY & MODEL COST	All models in a HMG Section must be of the same Experience Level: Each Militia Infantryman costs 15 Points. Each Regular Infantryman costs 25 Points. Each Veteran Infantryman costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Infantryman	Infantry	6"	3	1	2 [BLACK]	Winchester Carbine	-
Federal Sergeant	Infantry	6"	3	2	3 [BLUE]	Model 4 Revolver	NCO (1)
Gun Team	Infantry	6"	3	2	2 [BLACK]	.50cal Gatling Gun [F-180°]	Cumbersome, Move or Fire

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Infantryman may be upgraded to be a Sergeant.	0-1	+5 Points for a Sergeant
Specialists	Up to 2 Federal Infantryman may be upgraded to be Hunters. See the Wilderness Section entry for details.	0-2	+10 Points per Model
Gun Teams	2 Federal Infantryman may be upgraded to form a Gun Team: These Infantryman both exchange their Winchester Carbines for a single .50cal Gatling Heavy Machine Gun.	0-1	+20 Points
	2 Federal Infantryman may be upgraded to form a SECOND Gun Team: These Infantryman both exchange their Winchester Carbines for a single .50cal Gatling Heavy Machine Gun.	0-1	+25 Points
Transport	Up to 2 Patriot Armoured Carriers may be added to this Section.	0-2	+70 Points per model

ARMoured INFANTRY COMBAT SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure and may form Fire Teams.

SECTION SIZE	An Armoured Infantry Section may contain between 5 to 10 Armoured Infantrymen.
COMMAND CAPABILITY & MODEL COST	All models in a Section must be of the same Experience Level: Each Regular Infantryman costs 40 Points. Each Veteran Infantryman costs 50 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Armoured Infantryman	Infantry	5"	5	1	3 [BLUE]	Assault Carbine	Flashbangs, Tank Mines
Armoured Infantryman Specialist	Infantry	5"	5	1	3 [BLUE]	M3 Rocket Launcher	Flashbangs, Tank Mines
Armoured Staff Sergeant	Infantry	5"	5	2	3 [RED]	Thunderbolt AT Pistol	Flashbangs, NCO (2), Tank Mines

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Armoured Infantry may be upgraded to be an Armoured Infantry Staff Sergeant.	0-1	+10 points for a Staff Sergeant
Specialists	Up to 2 Armoured Infantrymen may be upgraded to an Armoured Specialists armed with M3 Rocket Launchers.	0-2	+10 Points per Model
Transport	Up to 2 Patriot Armoured Carriers may be added to the Section.	0-2	+70 Points

WILDERNESS COMBAT SECTION

These Sections occupy the Elite Slots in the Platoon Structure and may be formed into Fire Teams.

SECTION SIZE	A Wilderness Combat Section MUST contain at least 4 Models and they may be chosen from the following: 0-3 Buffalo Hunters. 0-3 Scouts 1-2 Timberwolves
COMMAND CAPABILITY & MODEL COST	Each Veteran Hunter costs 50 Points. Each Veteran Scout costs 50 Points. Each Veteran Timberwolf costs 30 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Hunter	Infantry	6"	4	2	2 [BLACK]	Hunting Rifle, Model 4 Revolver	Scouting
Scout	Infantry	8"	4	2	3 [BLUE]	Model 4 Revolver	Scouting, Stealthy
Timberwolf	Infantry	8"	4	1	4 [BLUE]	-	Daunting, Scouting, Stealthy

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
Field Equipment	Hunters and Scouts may be equipped with a Single Bear Trap token each for an additional +10 points each. Bear Traps may not be taken by members of the Wilderness Section acting as Attachments to other Sections.		

AIR CAVALRY ASSAULT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

SECTION SIZE	An Air Cavalry Assault Section may contain 3 to 5 Troopers.
COMMAND CAPABILITY & MODEL COST	Each Regular Trooper costs 40 Points. Each Veteran Trooper costs 50 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Air Cavalryman	Jetpack	12"	3	1	3 [BLUE]	2 x Model 4 Revolvers	Dual Wielding, Elusive Target, Run and Gun
Gunslinger Specialist	Jetpack	12"	3	1	3 [BLUE]	Model 4 Revolver, Thunderbolt AT Pistol	Dual Wielding, Elusive Target, Run and Gun, Lucky (3)
Air Cavalryman Sergeant	Jetpack	12"	4	2	3 [BLUE]	2 x Model 4 Revolvers	Dual Wielding, Elusive Target, Run and Gun, NCO (1)

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	1 Air Cavalryman may be upgraded to be an Air Cavalryman Sergeant.	0-1	+10 Points
Specialists	1 Air Cavalryman may be upgraded to an Gunslinger Specialist: Each Gunslinger Specialist MUST replace ONE of their Model 4 Revolvers with a Thunderbolt Pistol.	0-1	+10 Points

TREADBIKE ASSAULT SECTION

These Sections occupy the Elite Slots in the Platoon Structure.

SECTION SIZE	A Treadbike Assault Section may contain between 2 to 4 Treadbikes.
COMMAND CAPABILITY & MODEL COST	Each Regular Treadbike costs 80 Points. Each Veteran Treadbike costs 90 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Treadbike	Cavalry	10"	4	2	3 [BLUE]	Twin Mounted LMG [F-90°], Model 4 Revolver	Elusive Target
Treadbike Sergeant	Cavalry	10"	4	2	4 [BLUE]	Twin Mounted LMG [F-90°], Model 4 Revolver	Elusive Target, NCO (1)

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	1 Treadbike may be upgraded to be a Treadbike Sergeant.	0-1	+10 Points

FEDERAL INFANTRY HMG SUPPORT SECTION

These Sections occupy the Support Slots in the Platoon Structure.

SECTION SIZE	A Federal Infantry HMG Support Section may contain between 2 to 7 Federal Infantrymen.
COMMAND CAPABILITY & MODEL COST	All models in a HMG Support Section must be of the same Experience Level: Each Militia Lineman costs 15 Points. Each Regular Lineman costs 25 Points. Each Veteran Lineman costs 35 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Lineman	Infantry	6"	3	1	2 [BLACK]	Winchester Carbine	-
Federal Sergeant	Infantry	6"	3	2	3 [BLUE]	Model 4 Revolver	NCO (1)
Gun Team	Infantry	6"	3	2	2 [BLACK]	.50cal Gatling Gun [F-180°]	Cumbersome, Move or Fire

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	Up to 1 Federal Infantryman may be upgraded to be Federal Sergeant.	0-1	+5 Points
Gun Teams	2 Federal Infantrymen may be upgraded to form a Gun Team: These Infantrymen both exchange their Winchester Carbines to crew a single .50cal Gatling Gun.	0-1	+10 Points
	2 Federal Infantrymen may be upgraded to form a SECOND Gun Team: These Infantrymen both exchange their Winchester Carbines to crew a single .50cal Gatling Gun.	0-1	+15 Points
	2 Federal Infantrymen may be upgraded to form a THIRD Gun Team: These Infantrymen both exchange their Winchester Carbines to crew a single .50cal Gatling Gun.	0-1	+20 Points
Transport	Up to 2 Patriot Armoured Carriers may be added to the Section.	0-2	+70 Points per model

FIELD GUN SECTION

These Sections occupy the Support Slots in the Platoon Structure.

SECTION SIZE	1 Hotchkiss Revolving Cannon 2 to 4 Federal Infantrymen to act as crew.
COMMAND CAPABILITY & MODEL COST	The Regular Field Gun costs 90 Points. Each Regular Lineman (Crew) costs 25 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Federal Infantryman	Infantry	6"	3	1	2 [BLACK]	Winchester Carbine	-

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Field Gun	Small Ironclad	3"	4/2/2	2	Hotchkiss Cannon [F-90°]	Move or Fire

SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
Field Equipment	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and it's benefits are lost for the remainder of the game.	0-1	+10 Points
Transport	1 Patriot Armoured Carrier may be added to the Section.	0-1	+70 Points

PATRIOT ARMoured CARRIER

This Model can be added as an upgrade to certain Sections.

SECTION SIZE	1 Patriot Armoured Carrier.
COMMAND CAPABILITY & MODEL COST	Each Patriot Armoured Carrier costs 70 Points.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Patriot Armoured Carrier	Light Ironclad	8"	6/5/3	2	Orlington .70cal	Transport (6)

PIONEER HEAVY IRONCLAD SECTION

These Sections occupy the Heavy Support Slots in the Platoon Structure.

SECTION SIZE	1 Pioneer Tank.
COMMAND CAPABILITY & MODEL COST	Each Regular Pioneer Tank costs 350 Points. Each Veteran Pioneer Tank costs 400 Points.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Pioneer	Heavy Ironclad	7"	11/11/8	4	8" Howitzer [F-Fixed]	NCO (1), Spotter

NOTE: A Commander must announce which Mmunition the Pioneer's Gun is loaded with (either AP or HE) at the start of any Turn when the model is activated.

WEAPON STATISTICS

Federated States of America (FSA)

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Model 4 Revolver	0-8"	9-16"	2 [BLUE]	1 [BLUE]	1 [BLUE]	-	CQB Weapon, Small Arm
Winchester Carbine	0-8"	9-24"	3 [BLACK]	2 [BLACK]	1 [BLUE]	-	CQB Weapon, Small Arm
Snub Gatling	0-12"	-	4 [BLUE]	-	2 [BLUE]	-	CQB Weapon, Small Arm
Orlington Light Machine Gun	1-16"	17-24"	4 [BLUE]	2 [BLUE]	2 [BLUE]	-	Small Arm
Hunting Rifle	1-16"	17-32"	4 [RED]	3 [RED]	2 [RED]	1 [RED]	Small Arm, Sniper
Bear Trap	-	-	4 [RED]				Bear Trap
.50cal Gatling Gun	1-24"	25-32"	7 [BLUE]	4 [BLUE]	7 [BLACK]	5 [BLACK]	-
Thunderbolt AT Pistol	0-8"	9-16"	2 [BLUE]	1 [BLUE]	3 [RED]	-	CQB Weapon, Small Arm
Assault Carbine	0-8"	9-24"	3 [BLUE]	1 [BLUE]	1 [BLUE]	-	CQB Weapon, Small Arm
M3 Rocket Launcher	1-16"	-	2 [BLACK]	-	4 [RED]	-	Armour Piercing (1)
.50cal Gatling Gun	1-24"	25-32"	7 [BLUE]	4 [BLUE]	7 [BLACK]	5 [BLACK]	-
Twin-Mounted LMG	1-16"	17-24"	6 [BLUE]	3 [BLUE]	3 [BLUE]	-	Small Arm
Hotchkiss Cannon	1-16"	17-32"	10 [BLUE]	8 [BLUE]	12 [RED]	12 [BLUE]	Rapid Fire (3)
Mortar Strike	17-48"	-	9 [RED]		6 [BLUE]		IDF Weapon, Suppression
8" Howitzer (HE Shell)	1-16"	17-36"	14 [RED]	10 [RED]	-	-	Blast, IDF Weapon, Spray and Pray, Suppression
8" Howitzer (AP Shell)	1-24"	25-40"	-	-	15 [RED]	12 [RED]	Armour Piercing (2)
Orlington .70cal	1-24"	25-32"	6 [BLUE]	4 [BLUE]	5 [BLUE]	3 [BLUE]	Rapid Fire (2)

BEAR TRAP: Placing a Bear Trap token counts as a Firing Action, and as such may not be done if the Section has made an At the Double Move or is otherwise restricted from making a Firing Action. Bear Traps tokens are placed within 2" of the model deploying them.

If any Infantry model bar one that belongs to the Wilderness Section moves within 4" of a Bear Trap token the FSA player may roll 1 [BLACK] Dice. On a 4, 5, or 6 the model, and the Section they belong to have triggered a concealed Bear Trap. Roll for damage. If a Section loses a LP as a result of a Bear Trap, they must halt their movement, and may move no further. An Ironclad model driving over a Bear Trap token, removes the Token from the table with no effect.

A 'Make That Safe' Order may be given to a model/section within 5" of a Bear Trap token. A successful Order will remove the token from the board for no effect.