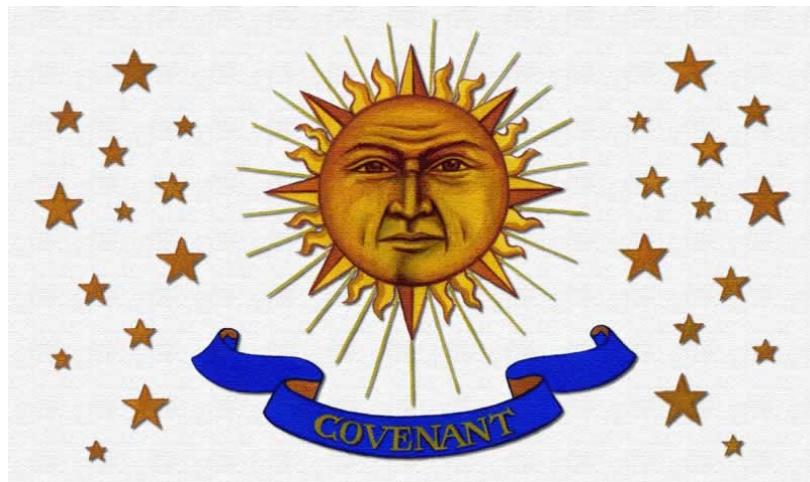


This document contains Model statistics for the **Covenant of Antarctica**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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Version 3

COVENANT OF ANTARCTICA



Fleet Quality = 3

COVENANT OF ANTARCTICA MODEL ASSIGNED RULE	
Masters of Science	<p><i>Covenant scientists are at the cutting edge of innovation and design in the Dystopian World, literally years ahead of those from other factions. Small wonder their creations are looked upon with a mixture of awe and mysticism.</i></p> <p>All Squadrons in the Covenant of Antarctica Fleet with the <i>Inventive Scientists</i> MAR may increase their <i>Value</i> listed in the parentheses by +1 for as long as the model does NOT have a <i>Disorder</i> Marker.</p>

COVENANT OF ANTARCTICA BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Covenant of Antarctica 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 Fresnel Support Cruisers <i>(Lead Squadron)</i>
	2x Kepler Light Carriers
	1x Fresnel Support Cruiser
Small Squadrons	4x Plutarch Heavy Destroyers
SPECIAL RULE	<i>“Iron Will, Cold Heart”</i> All models in this Battle Group gain the <i>Diehard Crew</i> MAR.

SUPPORT FLOTILLA BATTLE GROUP	
Large Squadrons	1x Pericles Assault Carrier with 3x Galen Escorts <i>(Lead Squadron)</i>
	1x Callimachus Orb
SPECIAL RULE	<i>"No Mercy!"</i> All models in this Battle Group gain the <i>Special Forces (2) MAR.</i>

HUNTER FLOTILLA BATTLE GROUP	
Large Squadrons	1x Aronnax Battle Robot <i>(Lead Squadron)</i>
Medium Squadrons	2x Fresnel Support Cruisers
	1x Fresnel Support Cruiser
Small Squadrons	5x Thales Corvettes
SPECIAL RULE	<i>"Fire the Sturginium Boosters!"</i> Increase the Movement Characteristic of all Squadrons within the Battle Group by +1.

BATTLE FLOTILLA BATTLE GROUP	
Large Squadrons	1x Prometheus Dreadnought with 3x Galen Escorts <i>(Lead Squadron)</i>
Medium Squadrons	3x Zeno Armoured Cruisers
Small Squadrons	5x Thales Corvettes
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

DREAD-ROBOT BATTLE GROUP	
Large Squadron	1x Coeus 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.

AERIAL SUPPORT BATTLE GROUP	
Large Squadrons	1x <i>Euclid</i> Aerial Dreadnought with 3x <i>Alea</i> Aerial Escorts (Lead Squadron)
Medium Squadrons	3x <i>Capek</i> Interceptors
SPECIAL RULE	<i>"We bring the chaos!"</i> All Energy Weapons fired by this Battle Group gain the <i>Disruption</i> MAR.


BOMBARDMENT BATTLE GROUP	
Medium Squadrons	2x <i>Hyperbius</i> Control Flyers (Lead Squadron)
	2x <i>Kepler</i> Light Carriers
SPECIAL RULE	<i>"We shall strike those fools from the skies!"</i> All attacks made by this Battle Group targeted against Aerial models gain the <i>Punishing</i> MAR.


ARMoured SUPPORT BATTLE GROUP	
Large Squadrons	1x <i>Herodotus</i> Mobile Airfield (Lead Squadron)
Medium Squadrons	3x <i>Orpheus</i> Drone Controllers
Small Squadrons	4x <i>Colossus</i> Robots
SPECIAL RULE	<i>"Feed them Drones!"</i> All Carriers in this Battle Group increase the AD of their Fighters and Bombers by +IAD


ARMoured WALKER BATTLE GROUP	
Large Squadrons	1x <i>Callimachus</i> Orb (Lead Squadron)
Medium Squadrons	3x <i>Skorpios</i> Tank Destroyers
Small Squadrons	4x <i>Janus</i> Small Walkers
SPECIAL RULE	<i>"No Surrender!"</i> All Infantry deployed by this Battle Group gain the <i>Fearless</i> MAR.


FORTIFICATIONS BATTLE GROUP	
Large Squadrons	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
Medium Squadrons	1-2 Tower Squadrons
SPECIAL RULE	<p style="text-align: center;"><i>“Emplacement”</i></p> <p>Fortifications Battle Groups must be deployed before all other Battle Groups. Units in Fortifications Battle Groups may be deployed up to 6” beyond their standard deployment zone but not within 8” of the opponent’s deployment zone. In scenarios with an Attacker and Defender the Attacker may not take Fortification Battle Groups.</p> <p style="text-align: center;"><i>“We Stand Alone!”</i></p> <p>These models may only be fielded as part of a Fortifications Battle Group.</p>


LARGE NAVAL MODELS


 PROMETHEUS DREADNOUGHT						
Large Naval Model						
PLAYTEST DOCUMENT				Points		350
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	10	10	6	6	18
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadside		P+S	-	14	12	8
<i>Plasma</i> Fixed Weapon		F	<i>Disruption, Massed Fire, Punishing</i>	18	-	-
<i>Energy</i> Turret Battery		F/P/S	<i>Punishing</i>	10	10	10
<i>Energy</i> Turret Battery		A/P/S	<i>Punishing</i>	10	10	10
<i>Standard</i> Bombard		F	<i>Indirect Fire</i>	-	15	18
MARs	<i>Kinetic Generator, Elite Crew, Inventive Scientists (3)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 DIOPHANTUS FLEET CARRIER DREADNOUGHT						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		300
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	10	8	6	6	17
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadside		P+S	<i>Massed Fire</i>	18	14	6
<i>Plasma</i> Fixed Weapon		F	<i>Disruption, Massed Fire, Punishing</i>	20	-	-
<i>Torpedo</i> Battery		F	<i>Punishing</i>	12	12	12
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	6
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	6
MARs	<i>Carrier (3), Elite Crew, Inventive Scientists (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 ARISTOTLE BATTLESHIP						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		240
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	6	4	4	10
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadside		P+S	<i>Massed Fire</i>	8	6	3
<i>Plasma</i> Fixed Weapon		F	<i>Disruption, Punishing, Massed Fire</i>	16	-	-
<i>Energy</i> Turret Battery		F/P/S	<i>Punishing</i>	11	11	11
<i>Energy</i> Turret Battery		A/P/S	<i>Punishing</i>	11	11	11
MARs	<i>Kinetic Generator, Elite Crew, Inventive Scientists (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 DESCARTES Mk.I BATTLESHIP						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	7	7	7	5	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Broadsides		P+S	<i>Massed Fire</i>	8	6	3
<i>Standard</i> Torpedoes		F	<i>Punishing</i>	8	8	8
<i>Energy</i> Turret Battery		F/P/S	<i>Punishing</i>	11	11	11
<i>Energy</i> Turret Battery		A/P/S	<i>Punishing</i>	6	6	6
MARs	<i>Elite Crew, Inventive Scientists (2)</i>					
Special Rules	<p>Hit and Run: This Model may choose to make Attacks after completing its Drift move and before performing its remaining move. If it chooses to do so then the Models Activation will end after completing its Remaining Move.</p> <p>Squadron Support: This Squadron may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


 DESCARTES Mk.II BATTLESHIP						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	7	7	8	5	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Broadsides		P+S	<i>Massed Fire</i>	8	6	3
<i>Plasma</i> Fixed Weapon		360°	<i>Disruption, Punishing, Massed Fire</i>	20	-	-
<i>Standard</i> Torpedoes		F	<i>Punishing</i>	9	9	8
MARs	<i>Elite Crew, Inventive Scientists (2), Special Forces (3)</i>					
Special Rules	<p>Squadron Support: This Squadron may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


 PERICLES ASSAULT CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	8	6	4	3	11
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i>		P+S	<i>Massed Fire</i>	8	7	4
Torpedo Battery		F	<i>Punishing</i>	8	8	8
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	6	6	6
<i>Energy Turret</i>		A/P/S	<i>Punishing</i>	6	6	6
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	5
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	5
MARs	<i>Carrier (4), Elite Crew, Inventive Scientists (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


MEDIUM NAVAL MODELS

 HIPPASUS BATTLECRUISER						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		135
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	6	5	4	5	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadsides		P+S	-	8	5	2
<i>Torpedo</i> Battery		F	Punishing	8	8	8
<i>Energy</i> Turret		F/P/S	Punishing	7	7	7
<i>Energy</i> Turret		A/P/S	Punishing	7	7	7
MARs	<i>Disruption Generator, Elite Crew, Inventive Scientists (3)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 FRESNEL SUPPORT CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	3	4	4
Weapon		Arc	MAR	PB	EF	LR
<i>Energy</i> Broadsides		P+S	Punishing	3	3	3
<i>Energy</i> Turret Battery		F/P/S	Punishing	7	7	7
MARs	<i>Elite Crew, Inventive Scientists (2)</i>					


 KEPLER LIGHT CARRIER						
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		90
PLAYTEST DOCUMENT				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadside		P+S	<i>Massed Fire</i>	8	6	4
Bombers		360°	<i>Hunter</i> (Non-Aerial)	5	5	-
Fighters		360°	<i>Hunter</i> (Aerial)	5	5	-
MARs	<i>Carrier (1), Elite Crew, Inventive Scientists (1)</i>					
Special Rules	Squadron Support: Should this Squadron be taken individually, it may have 0-3 Naval Galen Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


 ZENO ARMoured CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
PLAYTEST DOCUMENT				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	6	5	4	3	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadside		P+S	<i>Massed Fire</i>	8	6	4
<i>Plasma</i> Fixed Weapon		F	<i>Disruption,</i> <i>Massed Fire,</i> <i>Punishing</i>	10	-	-
MARs	<i>Elite Crew, Inventive Scientists (1), Minelayer</i>					


		CLEOMEDES CRUISER				
Medium Naval Diving Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	2	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadsides		P+S	-	6	5	3
<i>Torpedo</i> Battery		F	<i>Punishing</i>	5	5	5
<i>Energy</i> Turret		F/P/S	<i>Punishing</i>	5	5	5
MARs		<i>Disruption Generator, Elite Crew, Inventive Scientists (1)</i>				

SMALL NAVAL MODELS


 PLUTARCH HEAVY DESTROYER						
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	3	I	2	I	2
Weapon		Arc	MAR	PB	EF	LR
Gunnery Broadside s		P+S	<i>Massed Fire</i>	2	2	-
Gunnery Turret		F/P/S	-	4	3	-
MARs	<i>Elite Crew, Small Target</i>					


 DIOGENES FRIGATE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	4	2	I	I	0	I
Weapon		Arc	MAR	PB	EF	LR
Gunnery Broadside s		P+S	<i>Massed Fire</i>	4	-	-
Torpedo Battery		F	<i>Punishing</i>	3	3	3
MARs	<i>Elite Crew, Small Target</i>					
Special Rules	None					


		THALES CORVETTE				
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
16"	3	2	2	0	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Fixed Weapon		F	<i>Massed Fire</i>	3	-	-
MARs	<i>Elite Crew, Small Target</i>					


		GALEN ESCORT				
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2	I	I	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Turret		<i>F/P/S</i>	-	3	-	-
MARs	<i>Elite Crew, Escort, Small Target</i>					


LARGE ARMoured MODELS

 COEUS DREAD-ROBOT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		340
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	11	12	4	5	19
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma</i> Fixed Weapon		F	<i>Disruption, Hunter (Aerial) Massed Fire, Punishing</i>	22	-	-
<i>Standard</i> Rocket Battery		360°	<i>Disruption</i>	12	12	12
MARs	<i>Fearless, Elite Crew, Inventive Scientists (3), Special Forces (4)</i>					
Special Rules	<p>Constricting Attack: When resolving Boarding Damage both players roll a D6 on the Damage Table rather than D3. In addition, all Boarding Attacks made by this Model gain the <i>Punishing</i> MAR.</p> <p>Restricted Boarding: This Model has a Boarding Assault Range of 4".</p>					


 HERODOTUS MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		230
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	6	5	4	11
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma</i> Fixed Weapon		F	<i>Disruption Massed Fire Punishing</i>	18	-	-
<i>Standard</i> Broadsides		P+S	-	9	7	4
<i>Rocket</i> Battery		360°	<i>Indirect Fire</i>	9	9	9
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3), Elite Crew, Inventive Scientists (2)</i>					
Special Rule	<p>Squadron Support: Should this Squadron be taken individually, it may have 0-2 Armoured Orpheus Drone Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.</p>					


						
ARCHIMEDES ROBOT						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	8	4	4	3
Weapon		Arc	MAR	PB	EF	LR
<i>Energy</i> Turret Battery		360°	<i>Punishing</i>	10	10	10
<i>Gunnery</i> Fixed Battery		F	<i>Massed Fire</i>	8	6	-
<i>Rocket</i> Battery		360°	-	6	6	6
MARs	<i>Combat Deployment (Line Infantry, 2), Fearless, Elite Crew, Independent Move, Inventive Scientists (2), Special Forces (3).</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					


						
ARRONAX ASSAULT ROBOT						
Large Multi-Theatre Burrowing Model						
PLAYTEST DOCUMENT				Points		140
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	7	6	3	2	5
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Fixed Weapon		F	<i>Massed Fire</i>	14	8	-
MARs	<i>Disruption Generator, Fearless, Inventive Scientists (2), Special Forces (6)</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					

		CALLIMACHUS BATTLE ORB				
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	7	4	4	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma Turret</i>		360°	<i>Disruption Massed Fire Punishing</i>	20	-	-
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (2)</i>					
Special Rule	Squadron Support: Should this Squadron be taken individually, it may have 0-2 Armoured Orpheus Drone Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


MEDIUM ARMoured MODELS


 SKORPIOS TANK-HUNTER						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
				Move	DR	HP
6"	5	4	2	1	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Punishing</i>	5	6	7
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (1)</i>					
Special Rules	Squadron Support - This Squadron may have 0-1 Armoured Janus Support Tank <i>Attached</i> , increasing the Points Cost of the Squadron by the appropriate amount					


 SOCRATES BOMBARD						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
				Move	DR	HP
5"	5	4	1	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		F	<i>Indirect Fire</i>	8	6	5
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (1)</i>					
Special Rules	Squadron Support - This Squadron may have 0-1 Armoured Janus Support Tank <i>Attached</i> , increasing the Points Cost of the Squadron by the appropriate amount					


 ATTICUS MEDIUM WALKER						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	2	2	2	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Fixed Weapon		F	<i>Massed Fire</i>	6	4	-
<i>Standard</i> Broadsides		P+S	-	4	3	-
MARs	<i>Elite Crew, Independent Move, Inventive Scientists (1)</i>					
Special Rules	Squadron Support - This Squadron may have 0-1 Armoured Janus Support Tank <i>Attached</i> , increasing the Points Cost of the Squadron by the appropriate amount					


SMALL ARMoured MODELS


 COLOSSUS SMALL ROBOT						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
				Move	DR	HP
6"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Energy</i> Fixed Weapon		F	<i>Punishing</i>	2	2	2
MARs	<i>Fearless, Elite Crew, Independent Move, Small Target, Special Forces (1)</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					


 XENOPHON SMALL WALKER						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
				Move	DR	HP
12"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Gun		F	-	4	3	-
MARs	<i>Elite Crew, Independent Move, Small Target</i>					

 JANUS SUPPORT TANK						
Small Armoured 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
-		-	-	-	-	-
MARs	<i>Escort, Independent Move, Small Target,</i>					
Special Rules	Advanced Radar Targeting – When attached to a Squadron, all members gain the <i>Hunter (Aerial)</i> MAR.					


 ORPHEUS DRONE ESCORT						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	3	1	2	0	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	-	4	-	-
MARs	<i>Escort, 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		n/a
				Squadron Size		1-2
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		1-3
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


 EUCLID SKY DREADNOUGHT						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		330
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	10	8	6	4	16
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma Fixed Weapon</i>		F	<i>Disruption, Massed Fire, Punishing</i>	14	-	-
<i>Rocket Battery</i>		360°	<i>Punishing</i>	8	8	8
<i>Energy Turret</i>		360°	<i>Punishing</i>	9	9	9
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	5
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	5
MARs	<i>Carrier (3), Elite Crew, Independent Move Inventive Scientists (2), Security Posts (2)</i>					
Special Rules	<p>Squadron Support: This Squadron may have 0-3 Aerial Alea Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p> <p>Transport Option: This Model may gain the <i>Combat Deployment (Colossus, 5) MAR</i>. If it does so it replaces <i>Carrier (3)</i> with <i>Carrier (2)</i> and increases its VP by 2.</p>					


 EPICURUS SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
				Move	DR	HP
6"	8	8	6	5	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	10	8	4
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	5	5	5
<i>Energy Turret</i>		A/P/S	<i>Punishing</i>	5	5	5
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	5
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	5
MARs	<i>Carrier (2), Elite Crew, Inventive Scientists (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Aerial Alea Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 DAEDALUS LARGE FLYER						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
				Move	DR	HP
7"	8	8	6	5	5	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	10	8	4
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	6	6	6
<i>Energy Turret</i>		A/P/S	<i>Punishing</i>	6	6	6
MARs	<i>Diehard Crew, Elite Crew, Inventive Scientists (2), Minelayer</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Aerial Alea Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

MEDIUM AERIAL MODELS


 HYPERBIUS CONTROL FLYER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
				Move	DR	HP
10"	6	5	4	4	3	4
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		F	<i>Hunter (Aerial)</i>	6	6	6
<i>Energy Turret</i>		360°	<i>Punishing</i>	7	7	7
<i>Energy Fixed Weapon</i>		F	<i>Punishing</i>	7	4	-
MARs	<i>Elite Crew, Inventive Scientists (2), Independent Move, Security Posts (2)</i>					
Special Rules	Combat Coordinator: Friendly Covenant of Antarctica Aerial Models within 8" of this Model gain the <i>Hunter (Aerial)</i> MAR on all attacks.					


 ICARUS MEDIUM FLYER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
				Move	DR	HP
8"	5	5	3	4	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	-	6	4	-
<i>Energy Turret</i>		F/P/S	<i>Punishing</i>	5	5	5
<i>Standard Fixed Weapon</i>		F	-	6	4	-
MARs	<i>Elite Crew, Inventive Scientists (1)</i>					

 <h2 style="text-align: center;">CAPEK INTERCEPTOR</h2>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		70
				Squadron Size		2-3
				Move	DR	HP
10"	5	4	3	3	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		F	<i>Hunter (Aerial)</i>	5	5	5
<i>Energy Fixed Weapon</i>		F	<i>Punishing</i>	6	3	-
MARs	<i>Elite Crew, Independent Move</i>					


 <h2 style="text-align: center;">PTOLEMY BOMBER</h2>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-3
				Move	DR	HP
12"	5	4	2	3	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Bombs</i>		360°	<i>Punishing</i>	7	-	-
MARs	<i>Elite Crew, Independent Move, Minelayer</i>					


SMALL AERIAL MODELS

 PYTHEUS SMALL FLYER						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
Bombs		360°	<i>Hunter (Surface)</i>	4	-	-
MARs	<i>Elite Crew, Independent Move, Small Target</i>					


 ALEA ESCORT FLYER						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Elite Crew, Mine Layer, Small Target</i>					


LARGE FORTIFICATION MODELS


 BUNKER COMPLEX						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	9	12	8	6	4	8
Weapon		Arc	MAR	PB	EF	LR
<i>Energy Turret</i>		360°	<i>Punishing</i>	11	11	11
<i>Bombard Rocket Battery</i>		360°	<i>Disruption, Indirect Fire</i>	9	9	9
MARs	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3), Fearless, Inventive Scientists (2), 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>	6	6	-
<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
Standard Gunnery Turret		360°	Massed Fire	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	3
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.					

 COMMUNICATIONS TOWER						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
				Move	DR	HP
0"	6	5	4	4	5	3
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.					