

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](http://www.spartangames.co.uk) for the latest version of this document.



**Version 4**

# 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 République 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

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<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

<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<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

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

## DREAD-ROBOT BATTLE GROUP

<b>Large Squadron</b>	1x Madame Liberté Dread-Robot <i>(Lead Squadron)</i>
<b>SPECIAL RULE</b>	<i>"We Stand Alone!"</i> This model may only be fielded as part of a Dread-Robot Battle Group.

## SUPPORT FLOTILLA BATTLE GROUP

<b>Large Squadrons</b>	1x Couronne Assault Carrier <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	3x Epaulard Submarines
<b>SPECIAL RULE</b>	<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

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


## BATTLE FLOTILLA BATTLE GROUP


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


<b>ATTACK FLOTILLA BATTLE GROUP</b>	
<b>Large Squadrons</b>	1x La Rochelle Battleship (Lead Squadron)
<b>Medium Squadrons</b>	1X Cherbourg Battle Cruiser
	1x Cherbourg Battlecruiser
<b>Small Squadrons</b>	4x Requin Assault Corvettes
<b>SPECIAL RULE</b>	<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.


<b>FORTIFICATIONS BATTLE GROUP</b>	
<b>Large Squadrons</b>	1-2 Bunker Complexes (*One Squadron MUST be nominated as the Lead Squadron)
	0-1 Airfield
<b>Medium Squadrons</b>	1-2 Tower Squadrons
<b>SPECIAL RULE</b>	<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


 <b>VAUBAN SKIMMING DREADNOUGHT</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		350
				Squadron Size		1
				Move	DR	HP
6"	9	12	12	8	6	17
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</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
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Cloud Generator, Elite Crew, Carrier (3), Security Posts (2)</i>					

 <b>CHARLEMAGNE DREADNOUGHT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		325
				Squadron Size		1
				Move	DR	HP
6"	10	10	10	5	5	16
Weapon		Arc	MAR	PB	EF	LR
<i>Heat Lance Broadsides</i>		P+S	<i>Disruption Punishing</i>	16	8	-
<i>Standard Broadsides</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	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Bayone</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>SAINT-MALO HEAVY BATTLESHIP</b>						
Large Naval Model						
PIC OF MODEL				Points		250
				Squadron Size		I
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	7	6	3	10
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i>		P+S	-	12	9	6
<i>Standard 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	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Bayone</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>LA ROCHELLE SKIMMING HEAVY BATTLESHIP</b>						
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 Broadside</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>					

 <b>MAGENTA SKIMMING BATTLESHIP</b>						
Large Multi-Theatre Model						
PIC OF MODEL				Points		190
PIC OF MODEL				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
Torpedo Battery		F	-	10	8	7
Gunnery Broadships		P+S	Massed Fire	12	10	8
Standard Turret		F/P/S	Disruption	9	8	6
Standard Turret		A/P/S	Disruption	9	8	6
MARs	Cloud Generator					


 <b>GASCONY Mk.I BATTLESHIP</b>						
Large Naval Model						
PIC OF MODEL				Points		180
PIC OF MODEL				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	7	8	6	3	7
Weapon		Arc	MAR	PB	EF	LR
Gunnery Broadships		P+S	Massed Fire	9	7	4
Gunnery Turret Battery		A/P/S	Massed Fire	10	9	-
Standard Torpedoes		F	-	9	8	5
Standard Torpedo Turret		F/P/A	-	10	8	7
MARs	Cloud Generator					
Special Rules	<b>Le Chasseur:</b> During its activation this Model may gain either the <i>Hunter</i> (submerged) MAR on all <b>Torpedo</b> Weapons or the <i>Hunter</i> (Aerial) MAR on all <b>Gunnery</b> Weapons					





 <b>GASCONY MkII BATTLESHIP</b>						
Large Naval Model						
PIC OF MODEL				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	7	6	5	2	7
Weapon		Arc	MAR	PB	EF	LR
<i>Heat Lance</i> <b>Broadships</b>		P+S	<i>Disruption,</i> <i>Punishing</i>	8	5	-
<i>Heat Lance</i> <b>Turret</b>		F/P/S	<i>Disruption,</i> <i>Punishing</i>	12	10	-
<i>Heat Lance</i> <b>Turret</b>		F/P/S	<i>Disruption,</i> <i>Punishing</i>	10	5	-
<i>Standard</i> <b>Torpedoes</b>		F	-	9	8	5
MARs	Cloud Generator					


 <b>COURONNE ASSAULT CARRIER</b>						
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	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> <b>Broadships</b>		P+S	<i>Disruption</i>	12	10	6
<i>Heat Lance</i> <b>Fixed Weapon</b>		F	<i>Disruption,</i> <i>Punishing</i>	16	8	-
<b>Rocket Battery</b>		360°	-	8	8	-
<b>Bombers</b>		360°	<i>Hunter</i> <i>(Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter</i> <i>(Aerial)</i>	6	6	-
MARs	Carrier (2), Cloud Generator					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Bayone</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


## MEDIUM NAVAL MODELS


 <b>CHERBOURG BATTLE CRUISER</b>						
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>		<i>F/P/S</i>	<i>Disruption Punishing</i>	16	8	-
<i>Heat Lance Turret</i>		<i>A/P/S</i>	<i>Disruption Punishing</i>	10	5	-
<i>Standard Broadships</i>		<i>P+S</i>	<i>Mass Fire</i>	9	8	6
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Bayone</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 <b>TOULON ARMoured CRUISER</b>						
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>		<i>P+S</i>	<i>Massed Fire</i>	6	4	2
<i>Heat Lance Turret</i>		<i>F/P/S</i>	<i>Disruption Punishing</i>	9	5	-
MARs	-					


 <b>DIEPPE CRUISER</b>						
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)	7	5	-
MARs	None					


 <b>ECUYER SUPPORT CRUISER</b>						
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	5	-
Standard Broadships		P+S	Hunter (Aerial), Massed Fire	7	-	-
MARs	-					


 <b>MARSEILLE SKIMMING CRUISER</b>						
Medium Multi-Theatre Model						
PIC OF MODEL				Points		65
				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 Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	6	3	-
MARs	None					


 <b>EPAULARD SUBMARINE</b>						
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	<b>Close Support Bombardment:</b> This Model gains the <i>Indirect Fire</i> <b>MAR</b> when firing its Bombard at Effective Range.					


## SMALL NAVAL MODELS


 <b>CHEVALIER HEAVY DESTROYER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
PLAYTEST DOCUMENT				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
<i>Rocket Turret</i>		360°	<i>Disruption, Hunter (Aerial)</i>	7	7	-
MARs	Small Target					

 <b>ALMA SKIMMING DESTROYER</b>						
Small Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		30
PLAYTEST DOCUMENT				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
<i>Gunnery Broadside Battery</i>		P+S	<i>Massed Fire Hunter (Aerial)</i>	5	4	-
MARs	Small Target					


		<b>LYON FRIGATE</b>					
<b>Small Naval Model</b>							
PLAYTEST DOCUMENT					<b>Points</b>		25
					<b>Squadron Size</b>		2-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>	
12"	3	2	1	2	0	1	
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>	
<i>Torpedo Battery</i>		F	-	4	3	3	
<i>Standard Broadside</i>		P+S	-	4	-	-	
<b>MARs</b>	<i>Small Target</i>						


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

		<b>BAYONE ESCORT</b>					
<b>Small Naval Model</b>							
PLAYTEST DOCUMENT					<b>Points</b>		20
					<b>Squadron Size</b>		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>	
10"	3	2	1	2	1	1	
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>	
-		-	-	-	-	-	
<b>MARs</b>	<i>Escort, Small Target</i>						


 <b>MOUSTIQUE SUBMARINE</b>						
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><b>Combat Deployment:</b> This model may only be fielded as part of the <i>Combat Deployment MAR</i>.</p> <p><b>Low-Value Resource</b> – The opponent scores 1VP for every <b>TWO</b> models destroyed.</p>					


# LARGE AMOURED MODELS

 <b>MADAME LIBERTE SKIMMING DREAD-ROBOT</b>						
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	4
MARs	<i>Cloud Generator, Disruption Generator, Elite Crew, Fearless</i>					
Special Rules	<b>Icon:</b> All friendly Republique of France models within 12" of this model gain the <i>Die Hard Crew</i> <b>MAR</b> .					


 <b>MASAULE MOBILE AIRFIELD</b>						
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	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3), Cloud Generator Security Posts (2)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-1 Armoured <b>Arbalete</b> Escort Attached, increasing the points cost of the Squadron by the appropriate amount					





		<b>DANTON LANDSHIP</b>				
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>	15	12	-
MARs	<i>Cloud Generator, Combat Deployment (Line Infantry, 2) Disruption Generator, Elite Crew, Security Posts (1)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-1 Armoured <b>Arbalete</b> Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


		<b>ALSACE LANDSHIP</b>				
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	<b>Squadron Support:</b> This Squadron may have 0-1 Armoured <b>Arbalete</b> Escort Attached, increasing the points cost of the Squadron by the appropriate amount					


# MEDIUM ARMoured MODELS

 <b>L'AMAN HEAVY TANK</b>							
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>						


 <b>MARTEAU BOMBARD</b>							
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>		<i>F</i>	<i>Disruption, Indirect Fire</i>	-	7	7	
MARs	<i>Independent Move</i>						


 <b>ARBALETE AIRFIELD ESCORT</b>							
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 (I), Escort, Independent Move</i>						


		<b>FOUCAULT R-6 MEDIUM TANK</b>				
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>					


		<b>GRELE FLAK TANK</b>				
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

 <b>REIMS LIGHT TANK</b>						
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>					


 <b>HOTCH SMALL TANK</b>						
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>		<b>F</b>	<i>Massed Fire</i>	4	3	1
MARs	<i>Independent Move, Small Target</i>					

 <b>LINE INFANTRY</b>						
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	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					


		<b>SUPPORT INFANTRY</b>				
<b>Small Armoured Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		0
				<b>Squadron Size</b>		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
5"	2	6	3	2	0	I
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Gun Battery</i>		<i>F</i>	<i>Massed Fire</i>	6	4	-
<b>MARs</b>	<i>Independent Move, Small Target</i>					
<b>Special Rules</b>	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.					


		<b>ASSAULT INFANTRY</b>				
<b>Small Armoured Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		n/a
				<b>Squadron Size</b>		0
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	2	6	5		2	I
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Independent Move, Small Target, Special Forces (2)</i>					
<b>Special Rules</b>	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.					


## LARGE AERIAL MODELS


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

## MEDIUM AERIAL MODELS


 <b>ROUSSEAU HEAVY BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		115
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
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
<b>Bombs</b>		360°	<i>Hunter (Non-Aerial)</i>	14	-	-
MARs	-					
Special Rules	<b>Momentum:</b> This Model has a 4" Drift Move.					

 <b>FURIEUX SCOUT SHIP</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		70
				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</i> <b>Broadsides</b>		P+S	<i>Massed Fire</i>	7	6	5
<b>Bombs</b>		360°	<i>Hunter (Non-Aerial)</i>	6	-	-
MARs	<i>Minelayer</i>					

 <b>VOLTAIRE HEAVY INTERCEPTOR</b>						
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</i> <b>Fixed Weapon</b>		F	<i>Hunter (Aerial)</i>	6	5	-
<b>Rocket Fixed Weapon</b>		F	<i>Punishing</i>	6	5	-
MARs	-					


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


## **SMALL AERIAL MODELS**

		<b>FRELON STRIKE BOMBER</b>				
<b>Small Aerial Model</b>						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
15"	4	2	1	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<b>Bombs</b>		360°	<i>Hunter (Sub-Surface)</i>	4	-	-
<b>MARs</b>		<i>Small Target</i>				





# LARGE FORTIFICATION MODELS


 <b>BUNKER COMPLEX</b>						
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>Combat Deployment (Line Infantry 3/Assault Infantry 3), Fearless, Minelayer, Security Posts (2)</i>					
Special Rules	<b>Defensive Garrison</b> - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


 <b>AIRFIELD</b>						
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

 <b>TURRET TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Turret</i>		360°	<i>Massed Fire</i>	10	7	4
MARs	<i>Security Posts (1)</i>					

 <b>FLAK TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	5	3	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	<b>Flak Barrage:</b> Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

 <b>COMMUNICATIONS TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (1)					
Special Rules	<b>Communications Array:</b> Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

 <b>MORTAR TOWER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Bombard Battery</i>		<i>F/P/S</i>	<i>Disruption, Indirect Fire</i>	-	8	8
MARs	Security Posts (1)					