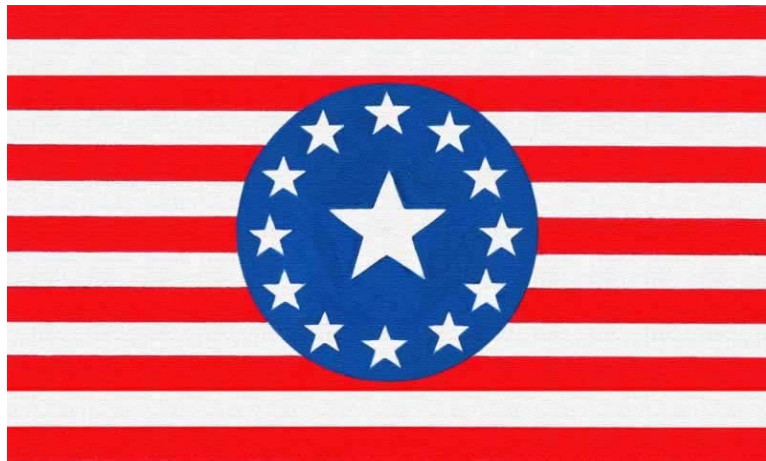


This document contains Model statistics for the **Federated States of America (FSA)**. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

These statistics have been made available as a free download to support the **Commodore** and **Admiral Edition Rulebooks**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

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Last Updated 17.12.2015

FEDERATED STATES OF AMERICA

THE FEDERATED STATES OF AMERICA

UNIVERSAL RULES

- All Federated States of America Capital Non Robot Models have the *Sharpshooters* Model Assigned Rule.
- All Federated States of America Capital Models have the *Pinpoint Attack (Rockets)* Model Assigned Rule where applicable.
- All Federated States of America Models have the *Die Hard Attitude* Model Assigned Rule where applicable.
- In some places, the Federated States of America is abbreviated as FSA in the Force Guide.

FEDERATED STATES OF AMERICA COMMODORES

Command Abilities

Each Game Turn a Federated States of America player can have their Commodore perform ONE of the following Command Abilities:

- **Safe Passage** - One Model within 8" of the Commodore's Model may re-roll a failed Treacherous Terrain Test.
- **Pass the Tools** - One Model within 8" of the Commodore's Model may re-roll a single failed Repair attempt.
- **Stand up and be Counted!** - A Squadron within 8" of the Commodore's Model may re-roll a single failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all Federated States of America Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the Federated States of America.

- **Punishing Gunnery** - This Ability may be activated during Declaring Attacks Step of the Firing Segment of a non-Disordered Squadron's Activation provided a member of the firing Squadron is within 8" of the Commodore's Model. ALL Attacks executed with Primary Gunnery from the Squadron that cause a Critical Hit cause the target to lose an additional Hull Point [HP].
- **Take Aim!** - This Ability may be activated during the Command Segment of a Commodore's Activation. From this point onwards until the end of the current Game Turn, all Models in the FSA Force using the Sharpshooters Model Assigned Rule (MAR) kill a point of AP on a roll of 4, 5 or 6, rather than the 5 or 6 that would normally be the case.

FEDERATED STATES OF AMERICA BATTLE GROUP RULES

- 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 and 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.

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x San Francisco Assault Carrier	1x Liberty Heavy Battleship	1x Annapolis Battle Cruiser 3x Georgetown Cruisers	4x Augusta Frigates 5x Revere Corvettes	None	None

Free Tactical Action Card – Tally-Ho!

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

ARMOURED BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Philadelphia Landship 1x Tennessee Landship	2x Reno Heavy Tanks 3x Jackson Medium Tanks 3x Yorktown Bombards	5x Defiance Robots 5x Pioneer Light Tanks	2x Close Support Companies	None

Free Tactical Action Card – Tally-Ho!

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

AERIAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Savannah Sky Fortress	None	3x Lee Scout Ships	5x Avion Strike Bombers	None	None
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

SHADOWHUNTER BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Liberty Heavy Battleship 1x Boston Submarine	3x Georgetown Cruisers* [Any combination of Marks]	4x Augusta Frigates 5x Revere Corvettes	6x Turtle Attack Submarines* [Deployed by the Boston]	5x Support Aircraft Wings [Organised into a single squadron*] *Squadron may contain an Ace*
Free Tactical Action Card – Operation Shadowhunter [Note: This is the only means by which the Operation Shadowhunter TAC may be taken in a Deck]					

AERIAL ROBOT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	3x John Henry Battle Robots	5x Freedom Battle Robots	None	None
Free Tactical Action Card – Flank Speed!					

SUPPORT FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Saratoga Fleet Carrier	None	None	6x Springfield Escorts	None	None
Free Tactical Action Card – Combat Repair					

AERIAL SUPPORT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x New Orleans Large Airship	None	4x PYB-2 Sea Planes	5x A-3 Strike Bombers	None	None
Free Tactical Action Card – Break Neck Manoeuvre					

BOMBARDMENT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x B-72 Heavy Bombers 3x Yale Heavy Destroyers	None	None	None
Free Tactical Action Card – Stoke The Engines					

BATTLE FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Enterprise Dreadnought	None	2x Princeton Gunships	4x Guilford Destroyers 3x Springfield Escorts	None	None
Free Tactical Action Card – Battlefield Repair					

GROUND FORTIFICATIONS BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Federated Bunker Complex	None	2x Federated Towers	None	None	None
Free Tactical Action Card – Radio Intercept					

MOBILE AIRFIELD BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Alamo Mobile Airfield	None	None	None	None	None
Free Tactical Action Card – Storm Troopers					

MOBILE AIRFIELD BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Tennessee Land Ship	3x Triumph OR Reno Battle Tanks	4x Pioneer Small Tanks 6x Defiance Small Robots	None	None
Free Tactical Action Card – Stoke The Engines!					

FEDERATED STATES OF AMERICA **SPECIALIST GROUP SQUADRONS**

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

Reinforced Cruiser Squadron

Squadron MUST contain:

2x Georgetown Cruisers with Rocket Batteries
+1 Princeton Gunship

(Parent Models)
(Attached Element)

Coastal Patrol Squadron

Squadron MUST contain:

1 Princeton Gunship
+3x Guilford Destroyers

(Parent Model)
(Attached Element)

Picket Squadron

Squadron MUST contain:

3x Augusta Frigates
3x Springfield Escorts

(Parent Models)
(Attached Models)

Stonewall Squadron

Squadron MUST contain:

2x Jackson Medium Tanks
+ 3x Pioneer Small Tanks

(Parent Models)
(Attached Models)

Deliverance Bombardment Squadron

Squadron MUST contain:

3x Yorktown Bombards
+ 1x Recon Infantry

(Parent Models)
(Attached Model)

The Reconnaissance Infantry are purchased from the Infantry Section of the ORBAT.

Justice Robotic Squadron

Squadron MUST contain:

2x John Henry Robots
+3x Freedom Robots

(Parent Models)
(Attached Models)

Progress Air Squadron

Squadron MUST contain:

1x B-72 Heavy Bomber
2x PYB-2 Seaplanes

(Parent Model)
(Attached Models)

FEDERATED STATES OF AMERICA

NAVAL FORCES

Federated States of America				Enterprise				Points	280
Dreadnought					Crew Type: Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	12	10	8	6	8	13	6"	10	
P/S Broadside (S)	9	7	5	-	AP	AA	CC	IR	
Rocket Battery (T)	7	8	9	-	10	8	5	8	

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Strategic Value (100), Sustained Fire (Main Turrets, 3)

Options: This Model may choose up to TWO Internal Generators without duplication from the following:

- Shield (3) Generator +30 points;
- Target Painter (Primary Gunnery, 12") Generator +20 points;
- Kinetic Generator +15 points;
- Nullification Generator +5 points

Weaponry Arcs: TWO Fore Main Turrets (P) have a 270-degree Fore Fire Arc

ONE Aft Main Turret (P) has a 270-degree Aft Fire Arc

TWO Rocket Batteries (T) has a 360-degree Fire Arc

The P/S Broadside (S) have a Broadside Fire Arc

Federated States of America		Liberty				Points	215	
Heavy Battleship					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	12	10	8	6	7	10	6"	9
P/S Broadside (S)	8	6	3	-	AP	AA	CC	IR
Fore/Aft Volley Guns (S)	6	4	-	-	9	7	5	7
Rocket Battery (T)	8	9	10	-				

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Sustained Fire (Main Turrets, 3)
 Options: This Model may upgrade its Crew Type from Regular to Elite for +10 points
 This Model can replace the Rocket Battery (T) with ONE of the following:

- An External Shield (3) Generator for +15 points;
- An External Kinetic Generator for no additional points.

Weaponry Arcs: ONE Fore Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Aft Main Turret (P) has a 270-degree Aft Fire Arc
 ONE Rocket Battery (T) has a 360-degree Fire Arc
 The Fore Volley Guns (S) have a 90-degree Fore Fire Arc
 The Aft Volley Guns (S) have a 90-degree Aft Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Federated States of America		Independence				Points	180	
Battleship					Crew Type: Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	12	10	8	6	7	10	6"	8
P/S Broadside (S)	8	6	3	-	AP	AA	CC	IR
Fore/Aft Volley Guns (S)	6	4	-	-	9	7	6	5
Rocket Battery (T)	7	8	9	-				

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Sustained Fire (Main Turrets, 1)
 Options: This Model may upgrade its Crew Type from Aggressive to Elite for +10 points
 This Model can replace the Rocket Battery with ONE of the following:

- An External Shield (2) Generator for +10 points
- An External Kinetic Generator for NO points difference.

Weaponry Arcs: ONE Fore Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Aft Main Turret (P) has a 270-degree Aft Fire Arc
 ONE Rocket Battery (T) has a 360-degree Fire Arc
 The Fore Volley Guns (S) have a 90-degree Fore Fire Arc
 The Aft Volley Guns (S) have a 90-degree Aft Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Federated States of America		San Francisco				Points	140	
Assault Carrier					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Fixed Guns (P)	14	11	9	5	6	8	6"	8
Volley Gun Broadside (S)	9	8	-	-	AP	AA	CC	IR
Aft Rocket Battery (T)	7	8	9	-	8	6	6	6

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Carrier (6), Fuel Reserves, Strategic Value (50)
 Options: This Model has the Devastating (Fore Fixed Guns) Munitions Type
 This Model may upgrade its Crew Type from Regular to Stoic for +10 points
 This Model may replace the Rocket Battery (T) for ONE of the following:

- An External Sonic (8") Generator for no additional cost.
- An External Kinetic Generator for no additional cost.
- An External Shield (2) Generator for an additional +10 points

Weaponry Arcs: The Fore Fixed Guns (P) have a Fore Fixed Channel Fire Arc
 The Aft Rocket Battery (T) has a 360-degree Fire Arc
 The Volley Gun Broadside (S) have a Broadside Fire Arc

Federated States of America		Saratoga				Points	125	
Fleet Carrier					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Volley Gun Broadships (S)	11	10	-	-	6	8	6"	10
Fore/Aft Volley Guns (S)	7	6	-	-	AP	AA	CC	IR
-	-	-	-	-	7	5	5	7

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Carrier (9), Fuel Reserves, Strategic Value (75)
 Options: None
 Weaponry Arcs: The Fore Volley Guns (S) have a 90-degree Fore Fire Arc
 The Aft Volley Guns (S) have a 90-degree Aft Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Federated States of America		Boston				Points	145	
Attack Submarine					Crew Type: Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Fixed Guns (P)	14	11	9	5	6	8	8"	7
Node Projector	-	X	X	-	AP	AA	CC	IR
-	-	-	-	-	7	4	6	4

LARGE NAVAL CAPITAL DIVING MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Evasive Manoeuvres (+1), Re-Enforced Bulkheads, Sharp Turn, Squadron Support (FSA, Turtle Assault Submarine, 6)
 Options: This Model has the Devastating (Fixed Fore Guns) Munitions Type
 This Model is fitted with an Internal Disruption (8") Generator for no additional cost.
 Weaponry Arcs: ONE Fore Fixed Guns (P) has a Fixed Channel Fire Arc
 The Node Projector (Disruption) has a 270-degree Fore Fire Arc

Federated States of America		Annapolis				Points	120	
Battle Cruiser					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	12	10	8	6	6	7	7"	6
P/S Broadside (S)	8	6	4	-	AP	AA	CC	IR
Rocket Battery (T)	6	7	8	-	5	4	4	5

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Combat Patrol, Strategic Value (25), Sustained Fire (Main Turrets, 1)
 Options: This Model is fitted with an External Kinetic Generator for no additional cost
 This Model can replace the External Kinetic Generator with an External Shield (2) Generator for +5 points
 This Model may upgrade its Crew Type from Regular to Stoic for +5 points
 Weaponry Arcs: ONE Fore Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Aft Main Turret (P) has a 270-degree Aft Fire Arc
 ONE Rocket Battery (T) has a 360-degree Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Federated States of America		Princeton				Points	90	
Gunship					Crew Type: Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Turret (P)	11	9	7	4	5	7	8"	5
Rocket Battery (T)	5	6	7	-	AP	AA	CC	IR
-	-	-	-	-	5	4	3	4

MEDIUM NAVAL CAPITAL MODEL

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

Model Assigned Rules: High Angle (Bombard Turret), Sustained Fire (Bombard Turret, 1)
 Options: This Model is fitted with an Internal Kinetic Generator for no additional cost.
 This Model may replace its Internal Kinetic Generator for an Internal Shield (2) Generator for an additional +5 points.
 Weaponry Arcs: ONE Bombard Turret (P) has a 360-degree Fire Arc
 ONE Rocket Battery (T) has a 360-degree Fire Arc

Federated States of America		Georgetown				Points	****	
Cruiser					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	6	8"	5
Fore/Aft Volley Guns (S)	6	4	-	-	AP	AA	CC	IR
Rocket Battery (T)	4	5	6	-	5	4	4	4

MEDIUM NAVAL CAPITAL MODEL

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

Model Assigned Rules: Sustained Fire (Main Turret, 1)

Options: The Squadron may upgrade its Crew Type from Regular to Stoic for +5 points per Model
 The Squadron can be formed from any combination of the following Marks:

Mk1 70pts This Model has an External Kinetic Generator

Mk2 70pts This Model has a **Rocket Battery (T)**

Mk3 75pts This Model has an External Shield (2) Generator

Weaponry Arcs:

ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Rocket Battery (T) has 360-degree Fire Arc
 The Fore Volley Guns (S) have a 90-degree Fore Fire Arc
 The Aft Volley Guns (S) have a 90-degree Aft Fire Arc

Federated States of America		Lexington				Points	****	
Light Cruiser					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	8	6	4	2	5	6	8"	4
Rocket Battery (T)	3	4	5	-	AP	AA	CC	IR
Fore/Aft Volley Guns (S)	5	3	-	-	4	3	2	4

MEDIUM NAVAL MODEL

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

Model Assigned Rules: None

Options: The Squadron MUST be formed of ONE Mark of Model listed below:

Mk1 55pts This Model has an External Kinetic Generator

Mk2 60pts This Model has a **Rocket Battery (T)** with the Pinpoint Attack (Rockets) Model Assigned Rule.

Mk3 60pts This Model has an External Shield (1) Generator

Weaponry Arcs:

ONE Main Turret (P) has a 270-degree Fore Fire Arc
The Rocket Battery (T) has 360-degree Fire Arc
 The Fore Volley Guns (S) have a 90-degree Fore Fire Arc
 The Aft Volley Guns (S) have a 90-degree Aft Fire Arc

Federated States of America			Yale				Points	45
Heavy Destroyer					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Gun (P)	7	6	5	-	4	5	9"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	3	3	3

SMALL NAVAL MODEL

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

Model Assigned Rules: High Angle (Bombard Gun), Pack Tactics (Bombard Gun, +1), Small Target Sustained Fire (Bombard Gun, 1)

Options: None

Weaponry Arcs: ONE Bombard Gun (P) has a Fore Fixed Channel Fire Arc

Federated States of America			Guilford				Points	40
Destroyer					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Volley Gun (S)	4	3	-	-	4	5	12"	2
Rocket Battery (T)	4	5	6	-	AP	AA	CC	IR
-	-	-	-	-	2	2	2	1

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Advanced Engines (+2"), Pack Tactics (Rocket Battery, +1), Small Target

Options: This Model may upgrade to have the Pinpoint (Rockets) Model Assigned Rule for an additional +5 points.

Weaponry Arcs: ONE Fore Volley Gun (S) has a 180-degree Fore Fire Arc
 ONE Rocket Battery (T) has a 360-degree Fire Arc

Federated States of America		Augusta				Points	25	
Frigate					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Volley Gun (S)	4	3	-	-	4	5	11"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Advanced Engines (+2"), Small Target, Sharp Shooters
 Options: None
 Weaponry Arcs: ONE Fore Volley Gun (S) has a 270-degree Fore Fire Arc
 ONE Aft Volley Gun (S) has a 270-degree Aft Fire Arc

Federated States of America		Springfield				Points	20	
Escort					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	2	1

SMALL NAVAL ESCORT MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (FSA, Large and Massive Naval, 3), Elusive Target, Sharpshooters, Small Target
 Options: None
 Weaponry Arcs: None

Federated States of America		Revere				Points	20	
Corvette					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Fore Volley Gun (S)	4	3	-	-	3	4	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	2	1

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Advanced Engines (+3"), Elusive Target, Small Target,
 Options: None
 Weaponry Arcs: ONE Fore Volley Gun (S) has a 270-degree Fore Fire Arc

Federated States of America					Turtle		Points	10
Assault Submarine					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	-	10"	1
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	0	1	0

TINY DIVING NAVAL MODEL

Minimum Move: 0"

Turning Template: 360-degree

Turn Limit: 0"

Squadron Size: Squadron Support Only

Model Assigned Rules: Difficult Target, Elusive Target, Specialised Defences (1), Terror Tactics (1)

Options: None

Weaponry Arcs: None

FEDERATED STATES OF AMERICA

AERIAL FORCES

Federated States of America				Savannah				Points	165
Sky Fortress					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
P/S Broadside (S)	14	10	8	6	7	10	6"	10	
Bomb Bay (T)	9	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	9	9	4	6	

MASSIVE AERIAL CAPITAL MODEL

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

Model Assigned Rules: Area Bombardment (Bombs), Carrier (9), Fuel Reserves, Strategic Value (75)
 Options: This Model may have an Internal Target Painter (Primary Gunnery, 16") Generator for +10 points
 Weaponry Arcs: The P/S Broadside (S) have Broadside Fire Arc
 TWO Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Federated States of America				Valley				Points	145
Airship					Crew Type: Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
P/S Broadside (S)	9	7	5	3	7	9	7"	9	
Fore Rocket Battery (T)	7	8	9	-	AP	AA	CC	IR	
Bomb Bay (T)	6	-	-	-	9	7	3	5	

LARGE AERIAL CAPITAL MODEL

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

Model Assigned Rules: Area Bombardment (Bombs), Rugged Construction (1)
 Options: This Model may upgrade its Crew Type from Aggressive to Elite for +15 points
 This Model may have an Internal Target Painter (Rockets, 16") Generator for +15 points
 Weaponry Arcs: TWO Fore Rocket Batteries (T) have a Fore Fixed Channel Fire Arc
 The P/S Broadside (S) have Broadside Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Federated States of America		New Orleans				Points	160	
Air Repair Vessel					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	12	10	8	-	7	10	6"	9
Fore Rocket Battery (T)	8	10	12	-	AP	AA	CC	IR
-	-	-	-	-	9	7	3	6

LARGE AERIAL CAPITAL REPAIR LOW LEVEL FLYER MODEL

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

Model Assigned Rules: Engineers (Experienced), Inventive Scientists, Strategic Value (75)
 Options: This Model has an Internal Shield (2) Generator.
 This Model may upgrade to have Combat Deployment (FSA: Engineer Infantry, Ponderous, 2) for an additional +30 points
 Weaponry Arcs: The Fore Rocket Battery (T) has a Fore Fixed Channel Fire Arc
 The P/S Broadships (S) have Broadside Fire Arc

Federated States of America		B-72				Points	120	
Heavy Bomber					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Rockets (T)	7	8	9	-	6	7	10"	6
Bomb Bay (T)	9	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	4	3	4

MEDIUM AERIAL CAPITAL LOW LEVEL FLYER MODEL

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

Model Assigned Rules: Area Bombardment (Bomb Bays), Combat Patrol, Momentum, Spotter (Expert), Squadron Support (FSA: SAW Fighters, 4)
 Options: This Model has the Piercing (Fore Rockets) Munitions Type
 Weaponry Arcs: TWO Fore Rockets (T) have a Fore Fixed Channel Fire Arc
 TWO Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Important Note: This Model may NOT use its Bomb Bays while using the Low Level Flyer Function

Federated States of America				Lee				Points	85
Scoutship					Crew Type: Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
P/S Broadships (S)	8	7	5	-	5	6	7"	5	
Fore Rocket Battery (T)	5	6	7	-	AP	AA	CC	IR	
Bomb Bay (T)	6	-	-	-	5	4	2	3	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Hunter (Aerial, Broadships, +1), Spotter (Expert)
 Options: This Model is fitted with an Internal Kinetic Generator
 Weaponry Arcs: The Fore Rocket Battery (T) has a Fore Fixed Channel Fire Arc
 The P/S Broadships (S) have Broadside Fire Arc
 ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc

Federated States of America				John Henry				Points	75
Robot					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Left Arm Cannon (S)	7	6	5	-	4	6	10"	4	
Right Arm Rockets (T)	4	5	6	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	1	3	

MEDIUM AERIAL CAPITAL LOW LEVEL FLYER ROBOT

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

Model Assigned Rules: Hunter (Aerial, Left and Right Arms, +1), Redoubtable, Rugged Construction (1).
 Options: None
 Weaponry Arcs: ONE Left Arm Cannon (S) has a 270-degree Port Fire Arc
 ONE Right Arm Rockets (T) have a 270 degree Starboard Fire Arc

Federated States of America				A17				Points	60
Bomber					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Torpedoes (T)	7	6	5	-	5	6	8"	4	
Bombs (T)	8	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	5	2	

MEDIUM AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Hunter (Surface and Submerged, Bombs, +1), Momentum
 Options: None
 Weaponry Arcs: The Fore Torpedoes (T) have a Fore 90-degree Fire Arc
 ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc

Federated States of America				PYB-2				Points	45
Sea Plane					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Rockets (T)	4	5	6	-	5	6	10"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	4	2	2	

MEDIUM AERIAL LOW LEVEL FLYER MODEL

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

Model Assigned Rules: Hunter (Aerial, Rockets, +1), Momentum, Spotter (Regular)
 Options: This Model may upgrade to have the Pinpoint (Rockets) Model Assigned Rule for an additional +5 points.
 Weaponry Arcs: The Fore Rockets (T) have a Fore Fixed Channel Fire Arc

Federated States of America				Freedom Mk 2				Points	30
Interceptor Robot					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Gun Arms (S)	4	3	2	-	3	5	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	2	1	1	

SMALL AERIAL LOW LEVEL FLYER ROBOT

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

Model Assigned Rules: Attachment (FSA, Large and Massive, 3), Elusive Target, Evasive Manoeuvre (+1), Redoubtable, Small Target

Options: None

Weaponry Arcs: The Gun Arms (S) have a 270-degree Fore Fire Arc

Federated States of America				Avion Strike Bomber				Points	25
Strike Bomber					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Bomb Bay (T)	3	-	-	-	4	5	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	2	2	1	

SMALL AERIAL LOW LEVEL FLYER MODEL

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

Model Assigned Rules: Evasive Manoeuvre (+1), Hunter (Surface and Submerged, Bombs, +1), Momentum, Pack Tactics (Bombs, +1), Small Target

Options: None

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

Important Note: This Model may NOT use its Bomb Bays while using the Low Level Flyer Function

SUPPORT AIRCRAFT SQUADRON RULES

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

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

ARMOURED FORCES

Federated States of America				Restitution				Points	300
Dreadnought-Robot					Crew Type: Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Shoulder Mounted Rocket Batteries (T)	15	12	10	-	9	12	7"	10	
Wrist Mounted Colt-Cannons (P)	15	13	11	9	AP	AA	CC	IR	
-	-	-	-	-	12	6	6	8	

MASSIVE ARMOURED CAPITAL SURFACE SKIMMER ROBOT

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

Model Assigned Rules: All-Terrain, Crushing Impact (*Boarding Only*), Hull Breaker (*Boarding Only*, +D3), Rugged Construction (2), Sustained Fire (Colt-Cannons Only, 3), Strategic Objective (150), Terrifying (*Boarding Only*)

Options: The Model has an Internal *Shield* (3) Generator.
 This Model may remove its *Carter-Rocket Hammer* a pair of Wrist Mounted Colt-Cannons for an additional 50 Points

Weaponry Arcs: TWO Shoulder Mounted Rocket Batteries (T) have 270 degree Fore Fire Arcs
TWO Wrist Mounted Cannons (P) have 270 degree Fore Fire Arcs

Carter-Rocket Hammer

This crushing weapon delivers a series of blows to its target, smashing it to pulp! The Restitution may roll a D6 when determining the effect of its *Hull Breaker* MAR rather than just D3. In addition rather using the hammer in melee, the Restitution can elect to smash the ground in front of it causing all Armoured Squadrons within 12" to take an immediate Morale Test. Friendly FSA Squadrons are forewarned and can reroll a single die if desired.

Colt-Wrist Cannons

The Restitution will often be fielded with a pair of wrist mounted Colt-Cannons, a new innovation from the Springfield Armouries that is capable of firing naval-grade ordnance at in incredible velocity.

Shooting Styles

Instead of making a standard ranged attack with the Wrist Cannons, a Restitution Robot may use the following Shooting Styles:

- **Quick Shooter:** Model gains the Close Quarter Gunnery and doubles the sustained fire value to 6 when firing at RB1
- **Marksman:** Model gains +1 to hit at RB4 and can shoot at submerged or obscured flyers without penalty. The Restitution must remain stationary to execute this Shooting Style

Federated States of America		Alamo				Points	160	
Mobile Airfield					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Bombard (P)	14	11	9	5	6	9	5"	9
P/S Broadships (S)	8	5	2	-	AP	AA	CC	IR
Rocket Battery (T)	-	10	9	8	7	6	4	7

MASSIVE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 3"
 Squadron Size: 1

Model Assigned Rules: Carrier (6), Fuel Reserves, Security Posts (2), Strategic Value (50)
 Options: This Model may replace the Rocket Battery (T) with an External Shield (2) or Kinetic Generator for no additional points cost
 Weaponry Arcs: ONE Bombard (P) has a Fore Fixed Channel Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc
 ONE Rocket Battery (T) has a 360 degree Fire Arc

Federated States of America		Philadelphia				Points	150	
Landship					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Turret (P)	10	8	6	4	6	8	6"	7
P/S Broadships (S)	8	7	4	-	AP	AA	CC	IR
-	-	-	-	-	6	5	2	5

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Combat Deployment (FSA, Line Infantry, Standard, 2), High Angle (Bombard Turret), Sustained Fire (Bombard Turret, 2)
 Options: This Model is fitted with an Internal Shield (2) Generator
 Weaponry Arcs: ONE Bombard Turret (P) has a 270-degree Fore Fire Arc
 ONE Bombard Turret (P) has a 270-degree Aft Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Federated States of America		Washington				Points	145	
Landship					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Turret (P)	10	8	6	4	6	8	7"	7
P/S Broadships (S)	7	5	3	-	AP	AA	CC	IR
-	-	-	-	-	8	4	2	5

LARGE ARMoured CAPITAL MULTI-PURPOSE MODEL

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

Model Assigned Rules: High Angle (Bombard Turret), Sustained Fire (Bombard Turret, 1)
 Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost
 Weaponry Arcs: ONE Bombard Turret (P) has a 180-degree Fore Fire Arc
 ONE Bombard Turret (P) has a 180-degree Aft Fire Arc
 The P/S Broadships (S) have a Broadside Arc of Fire

Federated States of America		Tennessee				Points	135	
Landship					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Turret (P)	11	9	7	4	6	8	8"	6
Rocket Battery (T)	-	9	8	7	AP	AA	CC	IR
-	-	-	-	-	6	4	2	5

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Combat Deployment (FSA, Close Support Infantry, Standard, 2), High Angle (Bombard Turret), Security Posts (2)
 Options: This Model may replace the Rocket Battery (T) for an External Sonic (12") Generator OR an External Shield (2) Generator for no additional cost
 Weaponry Arcs: ONE Bombard Turret (P) has a 270-degree Fore Fire Arc
 ONE Rocket Battery (T) has a 360-degree Fire Arc

Federated States of America		Reno				Points	85	
Heavy Tank					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Turret (P)	11	9	7	4	5	6	8"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	2	1	4

MEDIUM ARMoured CAPITAL MODEL

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

Model Assigned Rules: High Angle (Bombard Turret)
 Options: None
 Weaponry Arcs: ONE Bombard Turret (P) has a 360-degree Fire Arc

Federated States of America		Yorktown				Points	65	
Bombard					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Rockets (T)	-	11	9	6	5	6	6"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	2

MEDIUM ARMoured CAPITAL MODEL

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

Model Assigned Rules: Sustained Fire (Rockets, 1)
 Options: None
 Weaponry Arcs: The Bombard Rockets (T) have a Fore Fixed Channel Fire Arc

Federated States of America		Triumph				Points	60	
Command Tank					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	5	6	8"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	2	4

MEDIUM ARMoured CAPITAL MODEL

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

Model Assigned Rules: Attachment (FSA, Armoured, 1),
 Combat Deployment (FSA, Assault Infantry, Rapid, 1), Vulnerable.
 Options: This Model is fitted with an External Target Painter (Rockets, 16") Generator.
 Weaponry Arcs: None

Federated States of America				Jackson				Points	40
Medium Tank					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Volley Gun Broadside (S)	7	6	-	-	5	6	9"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	3	1	3	

MEDIUM ARMoured MODEL

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

Model Assigned Rules: Spotter (Regular)

Options: The Model may upgrade its Crew Type from Regular to Reckless for no additional cost. If it does so, all Models in the Squadron MUST take the upgrade.

Weaponry Arcs: The Volley Gun Broadside (S) have a Broadside Fire Arc

Federated States of America				Trenton				Points	40
Medium Tank					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Gun Turrets (S)	4	3	1	-	5	6	9"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	2	1	3	

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: FOUR Gun Turrets (S) have offset 180-degree Fire Arcs

Federated States of America		Colombia				Points	***	
Land Train				Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP
Rocket Battery (T)	6	8	9	-	4	5	4"	4
Turrets (S)	7	5	3	-	AP	AA	CC	IR
Mortar Battery (P)	6	8	9	-	2	2	2	2

MEDIUM ARMoured MODEL

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

Model Assigned Rules: Advanced Engines (+4"), Momentum, Small Target
 Options: A Land Train is composed of a Front Engine, TWO carriages of the same type in between, and a Rear Tender and MUST be chosen from one of the following Marks:

- Mk 1 Gunnery Train - 45 points
- Mk 2 Flak Train - 35 points
- Mk 3 Mortar Train - 60 points
- Mk 4 Rocket Train - 60 points
- Mk 5 Infantry Train - 60 points

Train Type	Weapon Arcs	Additional Rules and MARS
Gunnery Train	The TWO Turrets (S) have a 90-degree Fire Arc to Port OR Starboard, measured from the centre of each Gun Carriage	None
Flak Train	None	Sustained Fire (AA, 2) Heavy Ack Ack This Model gains +3 Ack Ack
Mortar Train	The ONE Mortar Battery (P) has a Fore Fixed Channel Fire Arc	None
Rocket Train	The ONE Rocket Battery (T) has a 360-degree Fire Arc.	Sustained Fire (Rockets, 1) Pinpoint Attack (Rockets)
Infantry Train	None	Combat Deployment (FSA:Line Infantry, Standard, 2)

Designers Note

This Model is not intended for competitive play. The Land Train is designed to be a fun, scenario-driven element, which allows players to craft a multitude of different combinations...and even come up with a few more!

Federated States of America				Pioneer			Points	25
Small Tank					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Volley Guns (S)	4	3	1	-	4	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target
 Options: None
 Weaponry Arcs: The Volley Guns (S) have a Fore Fixed Channel Fire Arc

Federated States of America				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: 2-5

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

FEDERATED STATES OF AMERICA FORTIFICATIONS

Universal Fortifications

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

Federated States of America					Bunker Complex		Points	190
Universal Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	12	10	8	6	7	12	0"	11
Fore Guns (S)	8	6	4	-	AP	AA	CC	IR
-	-	-	-	-	9	6	2	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), Sustained Fire (Main Turrets, 2)

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +15 points

Weaponry Arcs: TWO Main Turrets (P) have a 90-degree Fore Fire Arc

TWO Fore Guns (P) have a 90-degree Fore Fire Arcs

Federated States of America					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

Federated States of America				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 Gun Turret (S)	7	6	-	-	AP	AA	CC	IR	
P/S BroadSides (S)	6	5	-	-	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 (FSA, 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 a Main Turret (P) and MUST be fitted with an Internal Generator from the following: list: Shield (2) Generator for +30 points OR Guardian (2, 12", Protective=1) Generator for +40 points
Gun Tower	60pts	This Model has a Fore Gun Turret (S) , P/S BroadSides (S), and the High Angle (Fore Gun+BroadSides) MAR

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc
 ONE Fore Gun Turret (S) has a 90-degree Fore Fire Arc
 The P/S BroadSides (S) have a Broadside Fire Arc

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.

Federated States of America				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	12	0"	10	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	7	4	0	12	

LARGE CAPITAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (FSA, 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 Arc of Fire

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

Federated States of America		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 FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (FSA, 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

Federated States of America		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 FORTIFICATION

Squadron Size: 1-3

Model Assigned Rules: Combat Deployment (FSA, 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

FEDERATED STATES OF AMERICA 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

Federated States of America					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).

Federated States of America					Infantry Company			Points	30
Engineer Infantry					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	4	5"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	1	0	-	

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).

Federated States of America		Infantry Company				Points	25	
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

Federated States of America		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).

Federated States of America		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

Federated States of America				Infantry Company				Points	25
Reserve Infantry					Crew Type - Conscript				
RB	I	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).