

This document contains model statistics for the Polish and Lithuanian Commonwealth Faction. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.

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POLISH AND LITHUANIAN COMMONWEALTH

UNIVERSAL RULES FOR THE POLISH AND LITHUANIAN COMMONWEALTH

- The Polish Lithuanian Commonwealth is often abbreviated to **PLC** in this force guide.
- All PLC Primary Weapons (P) have the *Incendiary* Munitions Type
- All PLC Heavy Flamethrowers have the *Terrifying* MAR

POLISH AND LITHUANIAN COMMONWEALTH COMMODORE RULES

Command Abilities

Each Game Turn, the Controlling 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 Polish Lithuanian Commonwealth 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 Polish Lithuanian Commonwealth.

- **With Fire and Sword:** This Ability may be activated during the Boarding Action Segment of any non-disordered squadron with a member within 16" of the Commodore's Model. This squadron gains Terror Tactics (+1) for the duration of the Boarding Segment for every 2 raging fire tokens on the target models to a maximum of Terror Tactics (3).
- **Experimental Incendiaries:** This Ability may be activated during the Command Segment of a Non-Disordered Squadron Activation, providing a member of the Squadron is within 8" of the Commodore's Model. All attacks with this squadron that place raging fire tokens this activation place double the number of tokens.

POLISH AND LITHUANIAN BATTLE GROUPS

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

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Triglav Assault Carrier	1x Dazbog Battleship	3x Podaga Cruisers 2x Marowit Gunships	4x Baggiennik Heavy Frigates	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]					

AERIAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Zaimec Sky Fortress	None	3x Grom Gunnery Airships 3x Gryf Flame Airships	5x Szabla Small Interceptors	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					
<u>Massive</u>	<u>Large</u>	<u>Medium</u>	<u>Small</u>	<u>Tiny</u>	<u>Support Aircraft Squadrons</u>
1x Perun Mobile Airfield	1x Rarog Land Ship	2x SWZ3 Palnik Flame Tanks	5x LZ4 Rygerz Small Tank	2x Line Infantry Companies	None
		3x WZ6 Spzada Medium Tanks	4x Poltava Light Tanks	2x Assault Companies	
		3x ZB2 Burza Bombards		1x Reconnaissance Company	
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

<u>POLISH AND LITHUANIAN COMMONWEALTH</u>	
<u>SPECIALIST GROUP SQUADRONS</u>	
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:	
<u>Krakau Squadron</u>	
The Squadron MUST contain:	
1x Zamec Sky Fortress	(Parent Model)
+1 Grom Gunnery Airship	(Attached Model)
<u>Gdansk Squadron</u>	
The Squadron MUST contain:	
1x Podaga Cruiser	(Parent Model)
+2x Baggiennik Heavy Frigates	(Attached Models)
<u>Vilnius Squadron</u>	
The Squadron MUST contain:	
1x Rarog Land Ship	(Parent Model)
+2x Poltava Light Tanks	(Attached Models)
<u>Zokniai Squadron</u>	
The Squadron MUST contain:	
3x ZB2 Burza Bombards	(Parent Models)
+1x Reconnaissance Infantry*	(Attached Model)
The Reconnaissance Infantry are purchased from the Infantry Section of the ORBAT.	

POLISH AND LITHUANIAN COMMONWEALTH NAVAL FORCES

Polish Lithuanian Commonwealth				Triglav			Points	140
Assault Carrier					Crew Type: Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Bombard Battery (P)	-	12	9	7	5	8	7"	7
P/S Broadside (S)	10	10	5	-	AP	AA	CC	IR
-	-	-	-	-	8	5	4	6

MASSIVE NAVAL CAPITAL SURFACE SKIMMER MODEL

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

Model Assigned Rules: Carrier (6), Fuel Reserves, Strategic Value (25), Sturgenium Boost, Security Posts (1), Sustained Fire (Bombard Battery, 3)

Options: This model is fitted with an Internal Shield (2) Generator

Weaponry Arcs: The ONE Bombard Battery (P) has 90-degree Fore Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Polish Lithuanian Commonwealth				Dazbog			Points	150
Pocket Battleship					Crew Type: Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	6	4	6	9	8"	7
P/S Broadside (S)	8	8	4	-	AP	AA	CC	IR
-	-	-	-	-	7	5	4	6

LARGE NAVAL CAPITAL SURFACE SKIMMER MODEL

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

Model Assigned Rules: Close Quarter Gunnery, Sturgenium Boost, Security Posts (1)

Options: This model is fitted with an Internal Shield (2) Generator
 The model may upgrade its Crew Type from Stoic to Elite for +5 points

Weaponry Arcs: TWO Main Turrets (P) have a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Dystopian Wars 2.0

Polish and Lithuanian Commonwealth Stats

Polish Lithuanian Commonwealth				Marowit				Points	95
Gunship					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	-	4	7	9"	5	
Raised Turret (P)	9	7	5	-	AP	AA	CC	IR	
P/S Broadships (S)	6	6	4	-	4	4	3	4	

MEDIUM NAVAL CAPITAL SURFACE SKIMMER MODEL

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

Model Assigned Rules: Close Quarter Gunnery, Redoubtable (Primary Gunnery), Sturgenium Boost
 Options: This model is fitted with an Internal Shield (2) Generator for no additional points cost
 This model may upgrade its Crew Type from Defensive to Stoic for +5 points
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Raised Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Polish Lithuanian Commonwealth				Podaga				Points	65
Cruiser					Crew Type: Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	-	4	6	10"	5	
P/S Broadships (S)	6	6	4	-	AP	AA	CC	IR	
					5	4	3	4	

MEDIUM NAVAL CAPITAL SURFACE SKIMMER MODEL

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

Model Assigned Rules: Close Quarter Gunnery, Sturgenium Boost
 Options: This model is fitted with an Internal Shield (2) Generator for no additional points cost
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Dystopian Wars 2.0

Polish and Lithuanian Commonwealth Stats

Polish Lithuanian Commonwealth				Bagiennik				Points	30
Heavy Frigate					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Turret (S)	4	3	2	-	4	5	12"	2	
P/S Broadside (S)	4	3	-	-	AP	AA	CC	IR	
					2	2	2	1	

SMALL NAVAL SURFACE SKIMMER MODEL

Minimum Move: 2"

Turning Template: Small

Turn Limit: 0"

Squadron Size: 2-4

Model Assigned Rules: Small Target

Options: None

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

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

THE POLISH AND LITHUANIAN AIR FORCES

Polish-Lithuanian Commonwealth					Zamiec			Points	180
Sky Fortress					Crew Type: Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
Raised Turrets (P)	9	7	5	-	6	10	8"	8	
Main Turrets (P)	9	7	5	-	AP	AA	CC	IR	
Heavy Flamethrower (T)	12	6	-	-	8	6	4	5	

MASSIVE AERIAL CAPITAL MODEL

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

Model Assigned Rules: Carrier (6), Evasive Manoeuvre (+1), Flame Retardant Armour (2), Fuel Reserves, Security Posts (1), Strategic Value (50), Sturginium Boost

Options: This model is fitted with an Internal Shield (2) Generator for no additional points
 This model can upgrade to have ONE of the following MARS:

- Combat Deployment (PLC:Mechanised Line Infantry, Regular, 2) MAR for +30 points
- Combat Deployment (PLC: Rycerz LZ5, Regular, 4) MAR for +60 points

Weaponry Arcs: ONE Port Main Turret (P) has a Port 180-degree Fire Arc
 ONE Starboard Main Turret (P) has a Starboard 180-degree Fire Arc
 ONE Port Raised Turret (P) has a Port 270-degree Fire Arc
 ONE Starboard Raised Turret (P) has a Starboard 270-degree Fire Arc
 ONE Heavy Flamethrower (T) has a Fixed Channel Fore Fire Arc

Polish-Lithuanian Commonwealth					Gryf			Points	70
Flame Airship					Crew Type: Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Heavy Flamethrower (T)	7	4	-	-	4	6	9"	5	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	6	4	2	3	

MEDIUM AERIAL CAPITAL MODEL

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

Model Assigned Rules: Evasive Manoeuvre (+1), Fuel Reserves, Flame Retardant Armour (2), Sturginium Boost

Options: This model is fitted with an Internal Shield (2) Generator for no additional points

Weaponry Arcs: ONE Heavy Flamethrower (T) has a Fixed Channel Fore Fire Arc

Dystopian Wars 2.0

Polish and Lithuanian Commonwealth Stats

Polish-Lithuanian Commonwealth		Grom				Pts	80	
Gunnery Airship					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Raised Turret (P)	9	7	5	-	4	6	8"	5
Fore Gun (P)	9	6	4	-	AP	AA	CC	IR
-	-	-	-	-	4	3	2	3

MEDIUM AERIAL CAPITAL MODEL

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

Model Assigned Rules: Evasive Manoeuvre (+1), Spotter (Regular), Sturinium Boost
 Options: This model is fitted with an Internal Shield (2) Generator for no additional points
 This model may upgrade its Crew Type from Defensive to Stoic for +5 points
 Weaponry Arcs: ONE Raised Turret (P) has a 360-degree Fire Arc
 ONE Fore Gun (P) has a Fixed Channel Fore Fire Arc

Polish-Lithuanian Commonwealth		Szabla				Pts	25	
Small Interceptor					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun (S)	4	3	-	-	3	4	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	3	1	0

SMALL AERIAL MODEL

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

Model Assigned Rules: Elusive Target, Hit & Run, Hunter (Aerial, +1), Small Target, Sustained Fire (Ack Ack, 1)
 Options: None
 Weaponry Arcs: ONE Fore Gun (S) have a Fixed Channel Fore Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Mv	AD	AA	SAS MARs	DR	HP
Fighter	16"	0	2	Acrobatic Pilots Hunter (Aerial, +1)	2	1
Dive Bomber	12"	3	2	Hunter (Surface +1)	2	1
Torpedo Bomber	14"	3	1	Hunter (Diving, +2)	2	1
Reconnaissance Plane	16"	0	2	Acrobatic Pilots Spotter (Regular)	2	1

Polish-Lithuanian Aces: The following Support Aircraft Squadrons in the Polish-Lithuanian Force may upgrade ONE of their Wings to be an Ace for +5pts: Fighter, Dive Bomber.

THE POLISH AND LITHUANIAN ARMOURED FORCES

Polish-Lithuanian Commonwealth				Grunwald				Points	225
Land Dreadnought					Crew Type - Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	-	6	9	6"	9	
P/S Broadships (S)	8	8	6	-	AP	AA	CC	IR	
Bombard Battery (P)	-	12	9	7	9	4	3	7	
Heavy Flamethrower Turret (T)	12	6	-	-					

MASSIVE ARMOURED CAPITAL MODEL

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

Model Assigned Rules: Flame Retardant Armour (2), Security Posts (2), Sustained Fire (Bombard Battery, 3), Squadron Support (PLC: SAW, Fighters, 3), Sturginium Boost, Strategic Value (100)

Options: This Model has an Internal Shield (2) Generator
 The model may upgrade its Crew Type from Stoic to Elite for +10 points
 This model can replace the Squadron Support (PLC: SAW, Fighters, 3) MAR for Squadron Support (PLC: Rycerz LZ5, 3) MAR for +35pts

Weaponry Arcs: TWO Main Turrets (P) have off-set 180-degree Fire Arcs
 The P/S Broadships (S) have a Broadside Fire Arc
 ONE Bombard Battery (P) has a 360-degree Fire Arc
 The Heavy Flamethrower Turret (T) has a 360-degree Fire Arc

Polish-Lithuanian Commonwealth				Perun				Points	165
Mobile Airfield					Crew Type - Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
Bombard Battery (P)	-	12	9	7	5	8	6"	9	
Fore Guns (S)	10	10	5	-	AP	AA	CC	IR	
-	-	-	-	-	7	7	4	6	

MASSIVE ARMOURED CAPITAL MODEL

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

Model Assigned Rules: Carrier (6), Combat Deployment (PLC: Assault Infantry, 2, Regular), Fuel Reserves, Redoubtable, Strategic Value (50), Sustained Fire (Bombard Battery, 3), Sturginium Boost, Security Posts (1)

Options: This model may purchase the Combat Co-ordinator (PLC Infantry, Fearless, 8") MAR for an additional +15pts

Weaponry Arcs: This Model has an Internal Shield (2) Generator
 ONE Bombard Battery (P) has a 360-degree Fire Arc
 The Fore Guns (S) have a Fore Fixed Channel

Polish-Lithuanian Commonwealth		Rarog				Points	140	
Land Ship					Crew Type- Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	-	5	8	7"	7
Fore Guns (S)	10	8	-	-	AP	AA	CC	IR
Rear Guns (S)	6	6	4	-	7	4	2	6
P/S Broadside (S)	6	6	4	-				
Heavy Flamethrower Turret (T)	12	6	-	-				

LARGE ARMoured CAPITAL MODEL

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

Model Assigned Rules: Flame Retardant Armour (2), Sturginium Boost, Security Posts (1)
Options: This Model has an Internal Shield (2) Generator
Weaponry Arcs: ONE Main Turret (P) has a Fore 270-degree Fire Arc
The Fore Guns (S) have a Fixed Channel Fore Fire Arc
The Rear Guns (S) have a Fixed Channel Aft Fire Arc
The P/S Broadside (S) have a Broadside Fire Arc
The Heavy Flamethrower Turret (T) has a 360-degree Fire Arc

Polish-Lithuanian Commonwealth		WZ6 Szpada				Points	40	
Medium Tank					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	6	5	4	-	4	6	9"	3
Flamethrower (S)	4	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	1	2

MEDIUM ARMoured MODEL

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

Model Assigned Rules: Flame Retardant Armour (1), Fuel Reserves, Sturginium Boost
Options: The model may upgrade its Crew Type from Defensive to Stoic for +5 points **or** Aggressive for +10 points
Weaponry Arcs: ONE Main Turret (S) has a Fore 270-degree Fire Arc
ONE Flamethrower (S) has a Fixed Channel Fore Fire Arc

Polish-Lithuanian Commonwealth		SWZ3 Pałnik				Points	45	
Medium Flame Tank					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Flamethrower (T)	7	4	-	-	4	6	9"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	1	2

MEDIUM ARMoured MODEL

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

Model Assigned Rules: Attachment (PLC, WZ6 Szpada, 1), Flame Retardant Armour (2) Fuel Reserves, Sturgenium Boost

Options: None

Weaponry Arcs: ONE Heavy Flamethrower (T) has a Fixed Channel Fore Fire Arc

Polish-Lithuanian Commonwealth		ZB2 Burza				Points	65	
Bombard					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Bombard (P)	-	9	7	5	4	6	6"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

MEDIUM ARMoured CAPITAL MODEL

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

Model Assigned Rules: Sustained Fire (Bombard, 1), Sturgenium Boost

Options: None

Weaponry Arcs: ONE Bombard (P) has a Fore 90-degree Fire Arc

Polish-Lithuanian Commonwealth				Poltava				Points	40
Light Tank					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	6	4	2	-	4	6	10"	2	
Fore Gun(S)	4	3	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	1	

SMALL ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Hit and Run, Small Target
 Options: None
 Weaponry Arcs: ONE Main Turret (S) has a 360-degree Fire Arc
 ONE Fore Gun (S) has a Fixed Channel Fore Fire Arc

Polish-Lithuanian Commonwealth				LZ5 Rycerz				Points	25
Small Tank					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns(S)	4	2	-	-	3	5	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	1	1	1	

SMALL ARMoured MODEL

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

Model Assigned Rules: Elusive Target, Hit and Run, Small Target, Sustained Fire (Ack Ack, 1)
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc

POLISH-LITHUANIAN COMMONWEALTH FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

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

Polish-Lithuanian Commonwealth		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: I

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

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.

Polish-Lithuanian Commonwealth		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 LAND FORTIFICATION

Squadron Size: I

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

Options: This Model has the Concussive (Mines) Munitions Type
This Model may upgrade its Crew Type from Defensive to Stoic for an additional +20 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: The Main Turret (P) has a 360-degree Arc of Fire

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

MEDIUM LAND FORTIFICATION

Squadron Size: 1

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

- 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

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

SMALL LAND FORTIFICATION

Squadron Size: 1-3

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

- 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

POLISH AND LITHUANIAN COMMONWEALTH 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 benefits of Cover

Polish-Lithuanian Commonwealth					Infantry Company		Points	20
Line Infantry					Crew Type: Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	0	0

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target
 Options: See Above
 Weaponry Arcs: None

Polish-Lithuanian Commonwealth					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	0

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target
 Options: See Above
 Weaponry Arcs: None

Polish-Lithuanian Commonwealth		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	0

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment ONLY
 Model Assigned Rules: Difficult Target, Elusive Target, Rear Echelon, Spotter (Regular)
 Options: The Squadron may upgrade to be Spotter (Expert) for an additional +5 points
 Weaponry Arcs: None

Polish-Lithuanian Commonwealth		Infantry Company				Points	35	
Assault Infantry					Crew Type: Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	0	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target, Sustained Assault (2)
 Options: See Above
 Weaponry Arcs: None

Polish-Lithuanian Commonwealth		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	0

TINY ARMoured INFANTRY

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

Polish-Lithuanian Commonwealth		Infantry Company				Points	25	
Reserve Infantry					Crew Type: Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	4	0	0

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target, Troop Reinforcement
 Options: See Above
 Weaponry Arcs: None