

This document contains Model statistics for the **Prussian Empire**. 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**.

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**Last Updated 28.09.2015**

# PRUSSIAN EMPIRE

## PRUSSIAN EMPIRE UNIVERSAL RULES

- Unless otherwise noted, **ALL** Capital Models in the Prussian Empire have the *Rugged Construction (1)* **Model Assigned Rule**.
- In some places, the Prussian Empire is abbreviated as **PE** in the Force Guide

## PRUSSIAN EMPIRE COMMODORES

### Command Abilities

Each Game Turn a Prussian Empire 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 Prussian Empire 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 Prussian Empire.

- **Over-Charge the Coils!** - This Ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within 8" of the Commodore's Model. The Squadron may elect to re-roll ALL of the INITIAL Attack Dice from an Attack using Tesla Weaponry. Only INITIAL Dice are re-rolled and the second result MUST be accepted.
- **Wrath of the Hussars!** - This Ability may be activated during the Command Segment of a Commodore's Activation. For the remainder of the Activation, the Commodore's Model gains the *Terror Tactics (4)* **Model Assigned Rule**.

## **PRUSSIAN EMPIRE** **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 Elbe Fleet Carrier	1x Kaiser Karl Heavy Battleship	1x Königsberg Battle Cruiser  3x Uhlan Cruisers	4x Arminius Frigates  5x Saxony 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 Sturmpanzer Landship  1x Metzger AUSF-B Robot	3x Recke* Assault Tanks  3x CF-4 Medium Tanks  3x BS-3 Medium Bombards	5x Walze Small Tanks  4x Ritter Assault Tanks	3x Assault Infantry Companies* <span style="color: red;">(These Assault Companies are embarked upon the Recke)</span>	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]

<b>AERIAL BATTLE GROUP</b>					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Imperium Sky Fortress	None	3x Pflicht Scoutships	5x Jäger Strike Airships	None	None
<p align="center"><b>Free Tactical Action Card – Tally-Ho!</b>                      [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]</p>					

<b>SUPPORT FLOTILLA BATTLE GROUP</b>					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Rhine Carrier	2x Metzger Battle Robots	None	6x Wächter Escorts	None	None
<p align="center"><b>Free Tactical Action Card – Combat Repair</b></p>					

<b>RAIDING FLOTILLA BATTLE GROUP</b>					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Königsburg Battle Cruisers	4x Stolz Destroyers  5x Saxony Corvettes	None	None
<p align="center"><b>Free Tactical Action Card – Flank Speed</b></p>					

**BOMBARDMENT BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Adler Heavy Bombers	None	None	None
		2x Havel Light Carriers			
<b>Free Tactical Action Card – Stoke The Engines</b>					

**BATTLE FLOTILLA BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Blücher Dreadnought	None	2x Hussar Gunships	3x Wächter Escorts	None	None
<b>Free Tactical Action Card – Battlefield Repair</b>					

**ARMoured ASSAULT BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Recke Assault Tanks	3x Ritter Assault Tanks	6x Infantry Tokens	None
<b>Free Tactical Action Card – No Quarter</b>					

**GROUND FORTIFICATIONS BATTLE GROUP**

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Prussian Bunker Complex	None	2x Prussian Towers	None	None	None
<b>Free Tactical Action Card – Radio Intercept</b>					

## MOBILE AIRFIELD GROUP BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Seydlitz Mobile Airfield	None	None	None	None	None
<b>Free Tactical Action Card – Lost Orders</b>					

## PRUSSIAN EMPIRE 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:

### Verstärkung Squadron

Squadron MUST contain:

2x Uhlan Cruisers (Parent Models)  
+ 1x Hussar Gunship (Attached Model)

### Beschützer Squadron

Squadron MUST contain:

1x Königsberg Battle Cruiser (Parent Model)  
+ 3x Wächter Escorts (Attached Models)

### Blitz Squadron

Squadron MUST contain:

1x Pflicht Scoutship (Parent Model)  
+ 3x Jäger Strike Airships (Attached Models)

### Donner Squadron

Squadron MUST contain:

1x Adler Heavy Bomber (Parent Model)  
+ 3x Zerstörer Strike Bombers (Attached Models)

### Alptraum Bombard Squadron

Squadron MUST contain:

3x BS-3 Bombards (Parent Models)  
+ 1x Recon Infantry Company\* (Attached Model)

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

### Geist Squadron

Squadron MUST contain:

2x C4-F Medium Tanks (Parent Models)  
+ 3x Walze Small Tanks (Attached Models)

# PRUSSIAN EMPIRE NAVAL FORCES

Prussian Empire		Blücher				Points	290	
Dreadnought					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	7	5	7	13	6"	10
Fore Tesla Coil (S)	12	10	8	6	AP	AA	CC	IR
P/S Tesla Coil Broadside (S)	11	10	-	-	12	9	7	8

## MASSIVE NAVAL CAPITAL MODEL

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

Model Assigned Rules: Hull Breaker (Ram Action, D3), Specialised Defences (2), Strategic Value (100)

Options: The Model may choose up to TWO External Generators without duplication from the following list:

- Shield (3) Generator for +20 points
- Calcification (12") Generator for +20 points
- Tesla (8") Generator for +20 points
- Disruption (12") Generator for +20 points

Weaponry Arcs: TWO Main Turrets (P) have a 270-degree Fore Fire Arc  
 TWO Main Turrets (P) have a 270-degree Aft Fire Arc  
 ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 The P/S Tesla Coils (S) have a Broadside Fire Arc

Prussian Empire				Elbe			Points	220
Fleet Carrier				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
Fore Tesla Coil (S)	12	10	8	6	7	11	5"	10
Speerschleuder (S)	8	7	6	-	AP	AA	CC	IR
P/S Tesla Broadships (S)	10	9	-	-	8	6	5	8

**MASSIVE NAVAL CAPITAL MODEL**

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

Model Assigned Rules: Carrier (9), Fuel Reserves, Specialised Defences (2), Strategic Value (75).  
 Options: The Model is fitted with an Internal Tesla (8") Generator  
 The Model may upgrade its Crew Type from Regular to Elite for +10 points

Weaponry Arcs: ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 ONE Speerschleuder (S) has a 90-degree Fore Fire Arc  
 ONE Speerschleuder (S) has a 90-degree Aft Fire Arc  
 ONE Speerschleuder (S) has a 90-degree Port Fire Arc  
 ONE Speerschleuder (S) has a 90-degree Starboard Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc

Prussian Empire				Kaiser Karl			Points	225
Heavy Battleship				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	6	3	6	11	7"	9
P/S Broadships (S)	9	7	5	3	AP	AA	CC	IR
Heavy Speerschleuder (S)	10	9	8	-	10	7	6	7
Aft Tesla Coils (S)	7	6	-	-				

**LARGE NAVAL CAPITAL MODEL**

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

Model Assigned Rules: Rugged Construction (2), Specialised Defences (2)  
 Options: The Model is fitted with an Internal Shield (2) Generator  
 The Model may replace ONE of its Turrets with an External Generator from the following for no additional points:

- Calcification (12") Generator
- Tesla (8") Generator

The Model may upgrade its Crew Type from Regular to Elite for +15 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 Broadships (S) have a Broadside Fire Arc  
 ONE Heavy Speerschleuder (S) has a 270-degree Fore Fire Arc  
 The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc



Prussian Empire		Emperor				Points	190	
Battleship					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	6	3	6	11	7"	8
P/S Broadships (S)	6	5	4	-	AP	AA	CC	IR
P/S Tesla Broadships (S)	7	6	-	-	10	6	6	6
Aft Tesla Coils (S)	6	5	-	-				

**LARGE NAVAL CAPITAL MODEL**

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

Model Assigned Rules: Specialised Defences (2)  
 Options: The Model is fitted with an Internal Tesla (8") Generator  
 The Model may replace ONE of its Turrets with an External Generator from the following for an additional 10 points:

- Calcification (16") Generator
- Shield (3) Generator

The Model may upgrade its Crew Type from Aggressive to Elite for +10 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 Broadships (S) have a Broadside Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc  
 The Aft Tesla Coils (S) have a 90-degree Fire Arc

Prussian Empire		Sturmbringer				Points	165	
Submarine					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Speerschleuder (S)	9	8	7	-	6	9	6"	7
Tesla Bombard (S)	-	12	8	7	AP	AA	CC	IR
-	-	-	-	-	4	3	4	4

**LARGE NAVAL CAPITAL DIVING MODEL**

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

Model Assigned Rules: Evasive Manoeuvre (+1), Reinforced Bulkheads, Specialised Defences (2), Squadron Support (SAW - Reconnaissance Plane, 1), Strategic Value (50)

Options: The Model is fitted with an Internal Tesla (8") Generator

Weaponry Arcs: ONE Heavy Speerschleuder (S) has a 270-degree Fore Fire Arc  
 ONE Heavy Speerschleuder (S) has a 270-degree Aft Fire Arc  
 ONE Tesla Bombard (S) has a 270-degree Fore Fire Arc

Prussian Empire		Rhine				Points	130	
Assault Carrier					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Tesla Bombard (S)	-	12	9	7	5	8	7"	7
P/S Tesla Broadships (S)	12	11	-	-	AP	AA	CC	IR
-	-	-	-	-	7	6	6	5

**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 (25)  
 Options: The Model may upgrade its Crew Type from Regular to Elite for an additional +10 points  
 Weaponry Arcs: ONE Tesla Bombard (S) has a 90-degree Fore Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc

Prussian Empire		Königsberg				Points	110	
Battle Cruiser					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	6	3	5	7	8"	6
P/S Broadships (S)	6	4	3	-	AP	AA	CC	IR
Heavy Speerschleuder (S)	9	8	7	-	6	5	4	5
Aft Tesla Coils (S)	6	5	-	-				

**MEDIUM NAVAL CAPITAL MODEL**

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

Model Assigned Rules: Combat Patrol, Specialised Defences (2), Strategic Value (25)  
 Options: The Model is fitted with an Internal Tesla (8") Generator  
 The Model may upgrade its Crew Type from Regular to Aggressive for +5 points  
 Weaponry Arcs: TWO Main Turrets (P) have a 270-degree Fore Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc  
 ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc  
 The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc

Prussian Empire				Hussar				Points	85
Gunship				Crew Type - Regular					
RB	1	2	3	4	DR	CR	MV	HP	
Turret (P)	8	6	4	2	4	7	10"	5	
Broadsides (S)	5	4	3	-	AP	AA	CC	IR	
-	-	-	-	-	4	3	3	4	

## MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"  
Turning Template: Medium  
Turn Limit: 0"  
Squadron Size: 1-3

Model Assigned Rules: Close Quarters Gunnery, Specialised Defences (2)  
Options: The Model is fitted with an Internal Tesla (8") Generator  
Weaponry Arcs: TWO Turrets (P) have a 270-degree Fore Fire Arc  
The P/S Broadsides (S) have a Broadside Fire Arc

Prussian Empire				Donnerfaust				Points	85
Support Cruiser				Crew Type - Regular					
RB	1	2	3	4	DR	CR	MV	HP	
Speerschleuder (S)	6	5	4	-	5	6	8"	5	
P/S Tesla Broadsides (S)	6	5	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	3	3	4	

## MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"  
Turning Template: Medium  
Turn Limit: 0"  
Squadron Size: 1-3

Model Assigned Rules: Attachment (PE: Naval, 1), Specialised Defences (2).  
Options: The Model is fitted with an Internal Tesla (8") Generator  
Weaponry Arcs: ONE Speerschleuder (S) has a 270-degree Fore Fire Arc  
ONE Speerschleuder (S) has a 270-degree Aft Fire Arc  
The P/S Tesla Broadsides (S) have a Broadside Fire Arc

Prussian Empire		Havel				Points	80	
Light Carrier					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
P/S Tesla Broadships (S)	9	8	-	-	5	6	9"	5
Surface Mines x2	(5)	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	4	3

**MEDIUM NAVAL CAPITAL MODEL**

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

Model Assigned Rules: Advanced Engines (+1"), Attachment (PE: Naval, 1), Carrier (4), Fuel Reserves, Specialised Defences (2), Strategic Value (25)

Options: The Model has the Lethal Strike (Surface Mines) Munitions Type

Weaponry Arcs: The P/S Tesla Broadships (S) have a Broadside Fire Arc

Prussian Empire		Uhlán				Points	65	
Cruiser					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Turret (P)	8	6	4	2	4	6	10"	5
P/S Broadships (S)	6	5	4	-	AP	AA	CC	IR
Surface Mines x1	(5)	-	-	-	5	4	4	4

**MEDIUM NAVAL CAPITAL MODEL**

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

Model Assigned Rules: Advanced Engines (+2"), Close Quarters Gunnery

Options: The Model has the Lethal Strike (Surface Mines) Munitions Type

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

Prussian Empire		Riever				Points	55	
Light Cruiser					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	6	3	-	4	6	10"	4
P/S Broadships (S)	5	3	2	-	AP	AA	CC	IR
P/S Tesla Broadships (S)	4	3	-	-	4	3	2	3
Aft Tesla Coils (S)	5	4	-	-				

**MEDIUM NAVAL MODEL**

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

Model Assigned Rules: Rugged Construction (I)  
 Options: None  
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc  
 The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc

Prussian Empire		Stolz				Points	40	
Destroyer					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Cannon (P)	6	4	-	-	3	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	I	2

**SMALL NAVAL MODEL**

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

Model Assigned Rules: Close Quarters Gunnery, Pack Tactics (Fore Cannon, +2), Rugged Construction (I), Small Target  
 Options: This Model has the Piercing (Fore Cannon) Munitions Type  
 Weaponry Arcs: ONE Fore Cannon (P) has a Fixed Channel Fore Fire Arc

Prussian Empire				Arminius				Points	30
Frigate					Crew Type - Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Tesla Turret (S)	6	5	2	-	3	5	13"	2	
Aft Tesla Coils (S)	4	3	-	-	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: Small Target  
 Options: None  
 Weaponry Arcs: ONE Tesla Turret (S) has a 270-degree Fore Fire Arc  
 The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc

Prussian Empire				Saxony				Points	25
Corvette					Crew Type - Reckless				
RB	1	2	3	4	DR	CR	MV	HP	
Tesla Turret (S)	5	3	1	-	3	4	15"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	1	

**SMALL NAVAL MODEL**

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

Model Assigned Rules: Elusive Target, Small Target  
 Options: None  
 Weaponry Arcs: ONE Tesla Turret (S) has a 270-degree Fore Fire Arc

Prussian Empire		Wächter				Points	20	
Escort					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	5	3	2	-	3	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	1

## SMALL NAVAL ESCORT MODEL

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

Model Assigned Rules: Attachment (PE: Large & Massive Naval, 3), Elusive Target, Small Target  
 Options: None  
 Weaponry Arcs: ONE Turret (S) has a 270-degree Fore Fire Arc

# PRUSSIAN EMPIRE AIR FORCES

Prussian Empire		Imperium				Points	150	
Sky Fortress					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Tesla Coil (S)	12	10	8	6	6	10	5"	9
P/S Tesla Broadships (S)	9	8	-	-	AP	AA	CC	IR
<b>Tesla Bomb Bays (T)</b>	<b>6</b>	-	-	-	8	7	5	5

**MASSIVE AERIAL CAPITAL MODEL**

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

Model Assigned Rules: Area Bombardment (Tesla Bombs), Carrier (6), Fuel Reserves, Specialised Defences (2), Strategic Value (50)  
 Options: The Model is fitted with an Internal Tesla (8") Generator  
 Weaponry Arcs: ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc  
 THREE Tesla Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

**\*Important Note: Tesla Bomb Bays may only perform Firing Actions with other Tesla Bomb Bays, and may NOT perform Firing Actions with the Fore Tesla or Tesla Broadships.\***

Prussian Empire		Gewitterwolke				Points	125	
Airship					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Tesla Coil (S)	10	8	6	4	6	10	7"	8
P/S Tesla Broadships (S)	8	7	-	-	AP	AA	CC	IR
P/S Broadships (S)	7	5	4	-	9	6	3	6
<b>Tesla Bomb Bays (T)</b>	<b>6</b>	-	-	-				

**LARGE AERIAL CAPITAL MODEL**

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

Model Assigned Rules: Area Bombardment (Tesla Bombs), Hunter (Aerial, Tesla, +1), Specialised Defences (2), Spotter (Regular)  
 Options: The Model is fitted with an Internal Tesla (8") Generator  
 Weaponry Arcs: ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc  
 FOUR Tesla Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

**\*Important Note: Tesla Bomb Bays may only perform Firing Actions with other Tesla Bomb Bays, and may NOT perform Firing Actions with the Fore Tesla or Tesla Broadships.\***



Prussian Empire		Adler				Pts	110	
Heavy Bomber					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Speerschleuder (S)	9	8	7	-	5	7	8"	6
Fore Tesla Coil (S)	8	6	4	2	AP	AA	CC	IR
Speerschleuder Bomb Bays (T)	8	-	-	-	5	6	6	4

MEDIUM AERIAL CAPITAL MODEL

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

Model Assigned Rules: Area Bombardment (Speerschleuder Bombs), Combat Patrol, Hunter (Surface, Speerschleuder Bombs, +1), Momentum, Rugged Construction (2) Specialised Defences (2)

Options: This Model is fitted with an Internal Tesla (8") Generator for no additional points cost

Weaponry Arcs: ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc  
 ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 TWO Speerschleuder Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

**\*Important Note: Speerschleuder Bomb Bays may only perform Firing Actions with other Speerschleuder Bomb Bays, and may NOT perform Firing Actions with the Fore Tesla or Heavy Speerschleuder.\***

Prussian Empire		Pflicht				Points	80	
Scoutship					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Tesla Coil (S)	8	6	4	2	4	6	8"	5
P/S Tesla Broadships (S)	6	5	-	-	AP	AA	CC	IR
Tesla Bomb Bay (T)	6	-	-	-	5	4	2	3

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 0"  
 Squadron Size: 2-3

Model Assigned Rules: Advanced Engines (+2"), Hunter (Aerial, Teslas, +1), Specialised Defences (2), Spotter (Regular)

Options: None

Weaponry Arcs: ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc  
 ONE Tesla Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

**\*Important Note: Tesla Bomb Bays may only perform Firing Actions with other Tesla Bomb Bays, and may NOT perform Firing Actions with the Fore Tesla or Tesla Broadships.\***

Prussian Empire		Geier				Points	60	
Bomber					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Tesla Coil (S)	8	6	4	2	4	6	10"	4
Aft Tesla Coils (S)	6	4	2	-	AP	AA	CC	IR
Tesla Bomb Bay (T)	8	-	-	-	4	4	2	3

**MEDIUM AERIAL MODEL**

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

Model Assigned Rules: Momentum  
 Options: None  
 Weaponry Arcs: ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc  
 ONE Tesla Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

**\*Important Note: Tesla Bomb Bays may only perform Firing Actions with other Tesla Bomb Bays, and may NOT perform Firing Actions with the Tesla Coils on this model.\***

Prussian Empire		Speerwurf				Points	30	
Strike Airship					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Speerschleuder (S)	5	4	3	-	3	4	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

**SMALL AERIAL MODEL**

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

Model Assigned Rules: Elusive Target, Hunter (Submerged & Deep Diving, Speerschleuder, +1), Small Target  
 Options: None  
 Weaponry Arcs: ONE Speerschleuder (S) has a 360-degree Fire Arc

Prussian Empire		Jäger				Points	25	
Strike Airship					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Tesla Coil (S)	4	3	-	-	3	4	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

**SMALL AERIAL MODEL**

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

Model Assigned Rules: Elusive Target, Hunter (Aerial, Tesla Coil, +1), Small Target  
 Options: None  
 Weaponry Arcs: ONE Tesla Coil (S) has a 360-degree Fire Arc

Prussian Empire		Zerstörer				Points	20	
Strike Bomber					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Speerschleuder Bomb Bay (T)	4	-	-	-	3	5	15"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

**SMALL AERIAL MODEL**

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

Model Assigned Rules: Evasive Manoeuvre (+1), Hunter (Surface, Speerschleuder Bombs, +1), Momentum, Small Target  
 Options: None  
 Weaponry Arcs: ONE Speerschleuder Bomb Bay (T) has a 2" Range and a 360-degree 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	1	Hunter (Surface,, +1) & Vertical Dive	2	1
Torpedo Bomber	14"	3	1	Hunter (Diving, +2)	2	1
Reconnaissance Plane	16"	0	2	Acrobatic Pilots & Spotter (Regular)	2	1

Prussian Aces: The following Support Aircraft Squadrons in the Prussian Empire Force may upgrade ONE of their Wings to an Ace for +10 Points: Fighter Plane, Dive Bomber

# PRUSSIAN EMPIRE ARMOURED FORCES

Prussian Empire/Scandinavian Teutonic Order	Hochmeister				Points	350		
Dreadnought-Robot					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Wrist Mounted Heavy-Speerschleuders (S)	10	9	8	-	8	12	7"	10
Main Turret (P)	11	9	6	3	AP	AA	CC	IR
<b>Speerschleuder Turret (S)</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>-</b>	15	6	6	8

## MASSIVE ARMOURED CAPITAL MULTI-PURPOSE 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), Strategic Objective (150), Terrifying (*Boarding Only*)

Options: The Model has an Internal Tesla (12") Generator.

This Model MUST upgrade to carry ONE of the following weapon combinations:

- A *Blitzschlag-Zweihänder* Sword for an additional 30 Points
- A pair of *Donnersturm* Maces for no additional Points

The Model may replace one of its Main Turrets (P) for an External Calcification (16") Generator for no additional cost

The Model may replace one of its Main Turrets (P) for an External Guardian (2, 8", Protective=2) Generator for no additional cost

The Model may replace BOTH of its Main Turrets (P) for a pair of **Speerschleuders (S)**

**NOTE: If this upgrade is taken the Model no longer has access to its Tesla Generator (as the power needed is re-directed to the Speerschleuders instead!)**

Weaponry Arcs: TWO Heavy Speerschleuder Arms (S) have 270 degree Fore Fire Arcs  
 ONE Main Turret (P) has a 270 degree Port Fire Arc  
 ONE Main Turret (P) has a 270 degree Starboard Fire Arc  
**ONE Speerschleuder Turret (S) has a 270 degree Port Fire Arc**  
**ONE Speerschleuder Turret (S) has a 270 degree Starboard Fire Arc**

### Donnersturm Maces

These crushing weapons are wielded in pairs allowing the Hochmeister to deliver a series of blows to its target, smashing it to pulp! The paired *Donnersturm* Maces allow the Hochmeister to roll a D6 when determining the effect of its *Hull Breaker* MAR rather than just D3.

### Blitzschlag Zweihänder Sword

This mighty weapon is charged with boundless Tesla energy using its complex circuitry to focus its power towards its foes with devastating effect. All Tesla Weaponry and Tesla Generators used aggressively by this model treat their target as having a *Lightning Rod* embedded within them even if they do not have any!

### Fighting Techniques

Instead of making a standard Robot Boarding Attack, a Hochmeister Robot armed with a *Blitzschlag Zweihänder* Sword may elect to fight in one of the following techniques:

**Zornhau:** This technique allows the Hochmeister to strike hard at large foes, breaking the target apart with a series of powerful diagonal blows. The Hochmeister may only use this technique against Large or Massive Targets on the Surface Height Level. All AP attacks executed using this battle-style count as being *Devastating* in nature – Use the rules for *Devastating Munitions* on page 72 of the rulebook to resolve their Robot Boarding attack.

**Scheitelhau:** This technique allows the Hochmeister to place a flurry of blows into a series of targets. If the Hochmeister Robot chooses this technique, the robot must divide its available AP equally to engage ONE target in base contact, and up to TWO other targets within 4" of the models in base contact.

Prussian Empire		Seydiltz				Points	160	
Mobile Airfield					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Turret (P)	8	6	4	2	7	9	5"	10
Fore Tesla Coil (S)	10	8	6	4	AP	AA	CC	IR
Tesla Broadships (S)	9	8	-	-	7	7	4	7

**MASSIVE ARMoured CAPITAL MODEL**

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

Model Assigned Rules: Carrier (9), Close Quarters Gunnery, Fuel Reserves, Redoubtable, Specialised Defences (2), Strategic Value (75)

Options: The Model is fitted with an Internal Tesla (8") Generator

Weaponry Arcs: ONE Turret (P) has a 270-degree Fore Fire Arc  
 ONE Turret (P) has a 270-degree Fore Aft Fire Arc  
 ONE Fore Tesla Coil (S) has a Fixed Channel Fore Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc

Prussian Empire		Sturmpanzer				Points	150	
Land Ship					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Turret (P)	8	6	4	2	5	8	6"	7
Fore Tesla Coil (S)	10	8	6	4	AP	AA	CC	IR
P/S Tesla Broadships (S)	7	6	-	-	8	6	4	6
P/S Broadships (S)	6	4	2	-				

**LARGE ARMoured CAPITAL MODEL**

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

Model Assigned Rules: Altered Silhouette (Medium), Close Quarters Gunnery, Redoubtable, Specialised Defences (2)

Options: The Model is fitted with an Internal Tesla (8") Generator

Weaponry Arcs: FOUR Turrets (P) each have a 180-degree Off-Set Fire Arc  
 ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc  
 The P/S Tesla Broadships (S) have a Broadside Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc

Prussian Empire		Metzger AUSF-B				Points	150	
Battle Robot					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
R-Arm Tesla Coil (S)	10	9	-	-	6	9	6"	7
L-Arm H-Speerschleuder (S)	9	8	7	-	AP	AA	CC	IR
-	-	-	-	-	8	3	3	6

**LARGE ARMoured CAPITAL MULTI-PURPOSE ROBOT**

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

Model Assigned Rules: All-Terrain, Altered Silhouette (Massive, Land), Aquatic Assault, Crushing Impact (Boarding), Hull Breaker (Boarding, +D3), Specialised Defences (2), Strategic Objective (50), Terrifying (Boarding)

Options: The Model is fitted with an Internal Tesla (8") Generator

Weaponry Arcs: ONE Right Tesla Coil (S) has a 270-degree Fore Fire Arc  
 ONE Left Arm Heavy Speerschleuder (S) has a 270-degree Fore Fire Arc

*\*Designer Note: Players should measure the Weapon Arcs for a Metzger from the Model's Base.\**

Prussian Empire		Recke				Points	100	
Assault Tank					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
P/S Speerschleuders (S)	7	6	5	-	4	7	8"	4
P/S Tesla Coils (S)	7	6	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	2	3

**MEDIUM ARMoured CAPITAL MODEL**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3

Model Assigned Rules: Combat Deployment (Assault Infantry, I, Standard), Specialised Defences (1)

Options: The Model is fitted with an Internal Guardian Shield (2, 8", Protective=1) Generator

Weaponry Arcs: The P/S Speerschleuders (S) have a Broadside Fire Arc  
 The P/S Tesla Coils (S) have a Broadside Fire Arc

Prussian Empire					BS-3			Points	65
Medium Bombard					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Tesla Bombard (S)	-	9	7	5	4	6	6"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	1	

## MEDIUM ARMoured CAPITAL MODEL

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

Model Assigned Rules: None  
Options: None  
Weaponry Arcs: ONE Tesla Bombard (S) has a Fixed Channel Fore Fire Arc

Prussian Empire					CF-4			Points	40
Medium Tank					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Speerschleuder (S)	6	5	4	-	4	6	8"	3	
P/S Tesla Broadside (S)	4	3	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	3	2	2	

## MEDIUM ARMoured MODEL

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

Model Assigned Rules: Specialised Defences (1)  
Options: None  
Weaponry Arcs: ONE Speerschleuder (S) has a 270-degree Fore Fire Arc  
The P/S Tesla Broadside (S) have a Broadside Fire Arc



Prussian Empire				A6-V				Points	40
Medium Tank					Crew Type - Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Tesla Turrets (S)	4	3	1	-	4	6	7"	3	
P/S Tesla Broadside (S)	4	2	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	2	2	2	

**MEDIUM ARMoured MODEL**

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

Model Assigned Rules: Specialised Defences (1)  
 Options: None  
 Weaponry Arcs: ONE Tesla Turret (S) has a 270-degree Fore Fire Arc  
 ONE Tesla Turret (S) has a 270-degree Aft Fire Arc  
 The P/S Tesla Broadside (S) have a Broadside Fire Arc

Prussian Empire				Ritter				Points	25
Assault Tank					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	4	6	9"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	1	1	1	

**SMALL ARMoured CLASS**

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

Model Assigned Rules: Attachment (PE,Armoured, 2), Small Target, Spotter (Regular), Troop Reinforcement  
 Options: None  
 Weaponry Arcs: None

Prussian Empire		Walze				Points	25	
Small Tank					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	4	3	1	-	3	5	10"	2
P/S Tesla Broadside (S)	3	2	-	-	AP	AA	CC	IR
-	-	-	-	-	2	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, Small Target  
Options: None  
Weaponry Arcs: ONE Turret (S) has a Fixed Channel Fore Fire Arc  
The P/S Tesla Broadside (S) have a Broadside Fire Arc

# PRUSSIAN EMPIRE FORTIFICATIONS

## UNIVERSAL FORTIFICATIONS

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

Prussian Empire					<b>Bunker Complex</b>			Points	160
Universal Fortification					Crew Type - Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
Bunker Turret (P)	13	11	9	6	7	12	0"	12	
Fore Tesla Coil (S)	12	10	8	6	AP	AA	CC	IR	
-	-	-	-	-	10	7	0	14	

**MASSIVE CAPITAL UNIVERSAL FORTIFICATION**

Squadron Size: I

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Strategic Value (50)

Options: None

Weaponry Arcs: TWO Bunker Turrets (P) have a 90-degree Fore Fire Arc.  
ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc.

Prussian Empire					<b>Forward Landing Field</b>			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.

Prussian Empire		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 Tesla Turret (S)	7	6	4	-	AP	AA	CC	IR
P/S Tesla Broadside (S)	6	5	3	-	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: The Model must be fielded as one of the following Types, but a Squadron may contain a mix of Types if desired:

Tower Type	Points	Rules
Communications Tower	40pts	The Model gains the Combat Coordinator (PE, 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 +35 points, or Disruption (8") Generator for +25 points
Tesla Tower	50pts	The Model has a Fore Tesla Turret (S) and P/S Tesla Broadside (S) and is fitted with an Internal Tesla (8") Generator.

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

Prussian Empire		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: 1

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

Options: The Model may upgrade its Crew Type from Defensive to Stoic for +15 points  
 The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for +15 points
- 3x Reserve Infantry for +15 points
- 3x Close Support Infantry for +30 points
- 3x Engineer Infantry for +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

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

Prussian Empire		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 (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 +10 points
- 2x Reserve Infantry for +10 points
- 2x Close Support Infantry for +20 points
- 2x Engineer Infantry for +20 points

Weaponry Arcs: None

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

Prussian Empire		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: 2-3

Model Assigned Rules: Combat Deployment (Line Infantry, I, Standard), Long Range Assault, Rugged Construction (I), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for +5 points
- 1x Reserve Infantry for +5 points
- 1x Close Support Infantry for +10 points
- 1x Engineer Infantry for +10 points

Weaponry Arcs: None

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

## PRUSSIAN EMPIRE 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

Prussian Empire		Infantry Company				Points	20	
Line Infantry					Crew Type - Regular			
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).

Prussian Empire		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).

Prussian Empire		Infantry Company				Points	20	
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**

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: 1-3  
 Model Assigned Rules: Elusive Target, Difficult Target, Spotter (Regular)  
 Options: The Model may upgrade to the Spotter (Expert) MAR for an additional +5 points.

Prussian Empire		Infantry Company				Points	25	
Assault Infantry					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	5	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	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 (3)  
 Options: May become Mechanised (see above).

Prussian Empire		Infantry Company				Points	30	
Close Support Infantry					Crew Type - Defensive			
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.

Prussian Empire		Infantry Company				Points	25	
Reserve Infantry					Crew Type - Conscripted			
RB	1	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).