

This document contains Model statistics for the **Chinese Federation**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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## Version 1.0

### Chinese Federation Universal Rules

- All Chinese Capital Models have the Rugged Construction (1) Model Assigned Rule unless otherwise noted.
- All Chinese Bombard-Rockets have the Incendiary and Concussive Munitions Types.
- All Chinese Primary Weapons have the Concussive Munitions Type
- All Chinese Flamethrowers have the Corrosive Munitions Type.
- In some places, the Chinese Federation is abbreviated as CF in the Force Guide.

### Chinese Federation Commodore Rules

#### Commodore Traits

- Chinese Federation Commodores may always take the Jury Rigger Defensive trait instead of making a roll on the Defensive Trait table.
- Chinese Federation Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
  - Wrath of the Red Dragon: Once per Game Turn – This ability may be activated during the Command Segment of a Squadron that has at least one Model with Command Radius of the Commodore. All Models in the Squadron consider their crew type to be Regular for duration of their Activation.

# CHINESE FEDERATION

## SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

### *Hebei Squadron*

The Squadron MUST contain:

1x Wo-Dao Gunship (Parent Model)

+2x Dao Cruisers (Attached Models)

### *Jilin Squadron*

The Squadron MUST contain:

1x Chui Support Carrier (Parent Model)

+2x Nu Frigates (Attached Models)

### *Shaanaxi Squadron*

The Squadron MUST contain:

1x Chi Long Assault Flyer (Parent Model)

+2x Zhùlóng Interceptors (Attached Models)

### *Yunnan Squadron*

The Squadron MUST contain:

1x Zhanmadao Dreadnought Bastion (Parent Model)

+2x Dun Floating Bastions (Attached Models)















AIRCRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	16"	0	2	Hunter (Aerial, +1) Swarm Tactics	2	1
TORPEDO BOMBER	14"	3	1	Hunter (Diving, +2)	2	1
DIVE BOMBER	12"	3	1	Hunter (Surface, +1) Swarm Tactics	2	1











ONE Heavy Flamethrower (T) has a Fixed Channel Fore Fire Arc  
ONE Heavy Flamethrower (T) has a Fixed Channel Port Fire Arc  
ONE Heavy Flamethrower (T) has a Fixed Channel Starboard Fire Arc  
ONE Heavy Flamethrower (T) has a Fixed Channel Aft Fire Arc  
TWO Heavy Turrets (P) have 180-degree Off-Set Fire Arcs  
THREE Bombard-Rocket Batteries (T) have 360-degree Fire Arcs













