

This document contains Model statistics for the **Federated States of America**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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## Version 1.0

### Federated States of America Universal Rules

- All Federated States of America Capital Non-robot Models have the Sharpshooters Model Assigned Rule.
- All Federated State 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 Federated States of America is abbreviated as FSA in the Force Guide.

### Federated States of America Commodore Rules

#### Commodore Traits

- Federated States of America Commodores may always take the Deadeye Gunnery Aggressive Trait instead of making a roll on the Command Trait table.
- Federated States of America Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
  - Take Aim: Once per Game – This ability may be activated during the Command Segment of a Commodores 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

#### 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:

##### Reinforced Cruiser Squadron

Squadron MUST contain:

2x Georgetown Cruisers with Rocket Batteries (Parent Models)  
+1 Princeton Gunship (Attached Element)

##### Coastal Patrol Squadron

Squadron MUST contain:

1 Princeton Gunship (Parent Model)  
+3x Guilford Destroyers (Attached Element)

**Picket Squadron**

Squadron MUST contain:

3x Augusta Frigates (Parent Models)

3x Springfield Escorts (Attached Models)

**Stonewall Squadron**

Squadron MUST contain:

2x Jackson Medium Tanks (Parent Models)

+ 3x Pioneer Small Tanks (Attached Models)

**Justice Robotic Squadron**

Squadron MUST contain:

2x John Henry Robots (Parent Models)

+3x Freedom Robots (Attached Models)

**Progress Air Squadron**

Squadron MUST contain:

1x B-72 Heavy Bomber (Parent Model)

2x PYB-2 Seaplanes (Attached Models)






























Federate States Of America					Turtle		Points		10	
Assault Submarine					Crew Type: Reckless					
					Tiny Diving Naval Model					
					Minimum Move: 0"					
					Turning Template: 360-Degree					
					Turn Limit: 0"					
					Squadron Size: Squadron Support Only					
RB		1	2	3	4	DR	CR	MV	HP	
-		-	-	-	-	3	-	10"	1	
-		-	-	-	-	AP	AA	CC	IR	
-		-	-	-	-	1	0	1	0	
-		-	-	-	-					
MAR:		Difficult Target, Elusive Target, Specialised Defences (1), Terror Tactics (1)								
Options:		None								
Weaponary Arcs:		None								
















## FIGHTER

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

Federate States Of America					Restitution		Points		300		
Dreadnought-Robot					Crew Type: Elite						
					Massive Armoured Capital Surface Skimmer Robot Minimum Move: 0" Turning Template: 360-Degree Turn Limit: 0" Squadron Size: 1						
RB		1	2	3	4	DR	CR	MV	HP		
Shoulder Mounted Rocket Batteries (T)		15	12	10	-	9	12	7"	10		
						AP	AA	CC	IR		
Wrist Mounted Colt-Cannons (P)		15	13	11	9	12	6	6	8		
MAR:		All-Terrain, Crushing Impact (Boarding Only), Hull Breaker (Boarding Only, +D3), Rugged Construction (2), Sustained Fire (Colt-Cannons Only, 3), Strategic Value (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									
Weaponary Arcs:		TWO Shoulder Mounted Rocket Batteries (T) have 270 degree Fore Fire Arcs TWO Wrist Mounted Cannons (P) have 270 degree Fore Fire Arcs									
Special Rules:		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 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									





























