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 Agressive Trait they have generated for the following trait:
  - o 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)

<u>Picket Squadron</u> Squadron MUST contain:

3x Augusta Frigates (Parent Models)

3x Springfield Escorts (Attached Models)

<u>Stonewall Squadron</u> Squadron MUST contain:

2x Jackson Medium Tanks (Parent Models) + 3x Pioneer Small Tanks (Attached Models)

#### <u>Justice Robotic Squadron</u>

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 A	merica			Ente	rprise	Po	oints	280
Dreadi	noùght					Grew T	ype: Elite	}
<b>**</b>					Massive Nav Minimum M Turning Te Turn Limit: Squadron Si	mplate:	odel 2" Larg 0"	ge.
RB	1	2	3	4	DR	<b>CR</b>	MY	HP
Main Turret (P)	12	10	8	6	8	13	6"	10
P/S Broadsides (S)	9	7	5	b	AP	AA	CC	łR
Rocket Battery (T)	7	8	9	-	10	8	5	8
	-	-	-	-				
MAR:	Strate	gic <b>V</b> al	ùe (100	), Susta	ined Fire (Main	Turrets, 3)		
Options:	follow Shi Tar Kin	ing: eld (3) get Pai etic Ge	Generat inter (P nerator	or +30 rimary +15 po	points; Gunnery, 12") (			cation from the
Weaponary Arcs:	ONE A	ft Mair Rocket	n Turre Batteri	t (P) ha es (T) h	have a 270-de s a 270-degree as a 360-degre ve a Broadside	Aft Fire Arc e Fire Arc	Arc	

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1	Federate States Of An	nerica			Sara	ıtoga	P	oints	125	1
3	Fleet 6	arrier		l me			Grew Ty	pe: Regula	ar	6
						Massive Nav. Minimum Mo Turning Ten Turn Limit: Squadron Siz	ove: nplate:	odel 2" Larg 0"	198	
	RB	1	2	3	4	DR	<b>CR</b>	MV	HP	
	Volley Gun Broadsides (S)	11	10	-	\	6	8	6"	10	
	Fore/Aft Volley Guns (S)	7	6	-	-	AP	AA	CC	łR	
		-	-	_	-	7	5	5	7	
		-	-	-	-					
	MAR:	Carrie	r (9, 2)	4 Win	gs), Fue	l Reserves, Stra	tegic Value (7	<b>7</b> 5)		
	Options:	None				And D				
	Weaponary Arcs:	The A	ft Volle	y Guns	(S) ha	ave a 90-degree ve a 90-degree A ve a Broadside F	Aft Fire Arc			1
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400	Federate States Of Ar	nerica	ă		Łib	erty		Points	215	3
3	Heavy Ba	ttlest	ip				Grew	Type: Regu	lar	ŀ.
						Large Naval Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	Model 2" Lar 0" 1	.ãe	
	RB	1	2	3	4	ÐR	GR	MV	HP	764
. 16369	Main Turret (P)	12	10	8	6	7	10	6"	9	
	P/S Broadsides (S)	8	6	3	-	AP	AA	CC	łR	
	Fore/Aft Volley Gans (S)	6	4	-	-	9	7	5	7	-
	Rocket Battery (T)	8	9	10	-					
	MAR:	Sustai	ned Fir	e (Main	Turret	ss, 3)				V TO
	Options:	This 1 An	Aodel ca Externa	an repla al Shiel	ice the d (3) G		(T) with points;	r to Elite for +1 ONE of the follo oints.		
يُون ب	Weaponary Arcs:	ONE A ONE R The Fo The A	ft Main ocket E ore Voll ft Volle	Turre Sattery ley Gun y Guns	t (P) ha (T) has s (S) ha (S) hay	as a 270-degre s a 270-degree a 360-degree l ave a 90-degree de a 90-degree de a Broadside	Aft Fire Fire Arc Fore Fire Aft Fire A	Arc Arc		
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Federate States Of A	merica		Mi	ssissi	ppi MkI	Po	oints	190			
Battl	eship	u ja	NA:			Grew Typ	e: Regular	160,7			
*					Large Naval Minimum M Turning Te Turn Limit: Squadron Si	mplate:	el 2" Large 0"				
RB	1	2	3	4	DR	<b>CR</b>	MV	HP			
Main Turret (P)	12	10	8	6	7	10	7"	8			
P/S Broadsides (S)	10	8	6	)-	AP	AA	CC	łR			
Fore Volley Guns (T)	8	6	115-111	1/2	8	7	5	5			
Rocket Battery	7	8	9	( - T							
MAR:	Sustai	ned Fir	e (Main	Turre	rrets, 2 Heavy Volley Gun, 1 Broadsides, 1)						
Options:	This Mo	odel has a odel may	n Externa replace it	al Shield s Externa	Type from Regular t (3) Generator for no Il Shield Generator t s) Munitions Type.	additional points					
Weaponary Arcs:	ONE A The Fo The P	ft Main ore Voll /S Bro	Turre ey Gun adsides	t (P) has s (S) has (S) have	as a 270-degree s a 270-degree ave a 90-degree e a Broadside I a 360-degree F	Aft Fire Arc Fore Fire Arc Fire Arc					

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	Federate States Of An	gerica	ì	Mi	ssissi	ppi Mkłl		Poi	nts	180	,
	Battle	ship			177		Grew	Type:	Aggress	ive	
						Large Naval Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:		2" Larg 0"	ge	
	RB	1	2	3	4	DR	G	R	M₹	HP	
	Heavy Volley Gun Battery (\$)	9	8	6	-	7	1	0	7"	8	
	P/S Broadsides (S)	10	8	6	-	AP	A	A	CC	łR	
	For Volley Guns (S)	8	6	-	-	8	7	7	5	5	
	MAR:	Sustai Guns +		e (Heav	y Volle	y Gùn Battery,	1 Broad	dsides, 1	), Hunter (1	Aerial, Volley	
	Options:	This Moc cost.	lel is fitte	ed with an	Internal	Kinetic Generator an	d an Inter	nal Shield (8	B) Generator fo	r no additional points	
	Weaponary Arcs:	ONE A	.ft Heav ore Vol	ry Volla ley Gùn	ey Gun is (S) h	tteries (S) have Battery (S) has ave a 90-degree ve a Broadside	a 270- Fore F	degree A 'ire Arc			
		The P	/S Bro	adsides	(S) hav	ve a Broadside	Fire Ar	C			

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Federate States Of An	nerica		ŀ	ndepe	ndence	Po	oints	180
Battle	ship		1			Grew Type	: Aggressiv	e
					Large Naval Minimum M Turning Te Turn Limit: Squadron Si	mplate:	2" Large 0"	
RB	1	2	3	4	DR	6K	MV	HP
Main Turret (P)	12	10	8	6	7	10	6"	8
P/S Broadsides (S)	8	6	3		AP	AA	CC	łR
Fore/Aft Volley Guns (S)	6	4	-	-	9	7	6	5
Rocket Battery (T)	7	8	9	-				1
MAR:	Sustai	ned Fir	e (Main	Turret	is, 1)	el l		2
Options:	This I	Model ca Externa	an repla al Shiel	nce the d (2) G	Grew Type fro Rocket Battery enerator for +10 erator for NO p	with ONE of t points		points
Weaponary Arcs:	ONE A ONE R The F The A	ft Main locket E ore Voll ft Volle	Turre Sattery Iey Gun Sy Guns	t (P) ha (T) has s (S) ha (S) hav	as a 270-degre s a 270-degree a 360-degree ave a 90-degree ve a 90-degree ve a Broadside	Aft Fire Arc Fire Arc Fore Fire Arc Aft Fire Arc		

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100	Federate States Of A	nerica			Bos	ton	Po	oints	145	37
3	Attack S	ubmar	ine	Y			Grew Type	: Aggressi	VG	6
						Large Naval Minimum M Turning Te Turn Limit: Squadron Si	mplate:	ng Model 2" 45-De 0"	gree	
	RB	1	2	3	4	DR	6K	MV	HP	
	Fore Fixed Gans (P)	14	11	9	5	6	8	8"	7	
	Node Projector	-	X	X	-	AP	AA	66	IR	
		-	-	-	-	7	4	6	4	
		-	-	-	-					
	MAR:			euvres arine, 6		e-Enforced Bulk	heads, Sharp T	urn, Squadron	Support (Turtle	
	Options:					ting (Fixed Fore n Internal Disre			additional cost.	
1	Weaponary Arcs:					s a Fixed Chan ion) has a 270-		re Arc		1
M.	نت								رکت	美

Federate States Of An	qerica		8	an Fr	ancisco	Po	oints	140			
Assault	Carrio	er	1			Grew Ty	pe: Regular				
					Large Naval Minimum M Turning Te Turn Limit: Squadron Si	mplate:	2" Large 0"				
RB	1	2	3	4	DR	6K	MV	HP			
Fore Fixed Guns (P)	14	11	9	5	6	8	6"	8			
Volley Gun Broadsides (S)	9	8	8	1	AP	AA	CC	łR			
Aft Rocket Battery (T)	7	8	9	-	8	6	6	6			
	1	-	-	-							
MAR:	Carrie	r (6, 1)	5 Win	g), Fuel	el Reserves, Strategic Value (50)						
Options:	This I This I An An	Model m Model m Externa Externa	nay upg nay repl al Sonic al Kine	rade its ace the 3 (8") G tic Gene	ting (Fore Fixed Grew Type from Rocket Battery enerator for no erator for no ad enerator for an	om Regular to y (T) for ONE conditional cost.	Stoic for +10 p of the following t.	oints (:			
Weaponary Arcs:	The A	ft Rock	et Batt	ery (T)	ve a Fore Fixed has a 360-degr (S) have a Broa	ree Fire Arc	Arc				

Federate States Of A	merica			Provi	dence	Po	oints	155			
Mon	itor					Grew T	rew Type: Stoic				
					Large Naval Minimum M Turning Te Turn Limit: Squadron Si	mplate:	2"	legrees			
RB	1	2	3	4	DR	GR	MV	HP			
Bombard Cannon (P)	-	15	12	9	6	8	7"	7			
Volley Guns (S)	6	4			AP	AA	66	IR			
	-	-			6	6	5	4			
	-	9-11	-	-							
MAR:					ard Gannon, 1), Redoùbtable (Bombard Gannon), Wing Launcher Terrifying (Bombard Gannon)						
Options:					ting (Bombard) Shield (2) Gen			nts cost.			
Weaponary Arcs:	The F	ore Vol	ley Gun	s (S) h	s a Fixed Fore ave a 90-degree ve a 90-degree	Fore Arc of F					
Special Rüles:	ment ( like th	Sannon winder f his mod	are dev from a (	rastated clear sk	nemies caught in by a roiling a cy! Any models annon, will suf	nd thunderousl damaged by ar	y disorientin 1 Area Bomba	ardment attack			

6	Federate States Of A	merica			Anna	ipolis	P	oints	120	
9	Battle		_	71.0				pe: Regular		
						Medium Naval Gapital Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1				
	RB	1	2	3	4	DR	вR	MV	HP	
	Main Turret (P)	12	10	8	6	6	7	7"	6	
	P/S Broadside (S)	8	6	4	-	AP	AA	CC	łR	
	Rocket Battery (T)	6	7	8	-	5	4	4	5	
		-	-	-	-				- 8	
	MAR:	Comba	t Patro	l, Strat	egic Va	lue (25), Susta	ined Fire (Main	Turrets, 1)	The same	
	Options:	This I Genera	Model cater	an repla +5 poi:	ace the ats	External Kinet	etic Generator ic Generator w om Regular to	ith an Extern	al Shield (2)	
100	Weaponary Arcs:	ONE A	lft Mair locket B	Turre Sattery	t (P) ha (T) has	as a 270-degre is a 270-degree a 360-degree ve a Broadside	Fire Arc	G		

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4	Federate States Of Ar	nerica	ě		Prin	ceton	33	Points	90	3
	Gun	ship					Grew	Type: Sto	ic	6
						Medium Nav Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	2"	dium	
	RB	1	2	3	4	DR	GR	MY	HP	
	Bombard Turret (P)	11	9	7	4	5	7	8"	5	
	Rocket Battery (T)	5	6	7	-	AP	AA	88	łR	Section 1
		( - I	8- 8	-	-	5	4	3	4	
		-	- , ,	-	-					
	MAR:	High A	Angle (I	Bombard	Turre	t), Sustained Fi	re (Bombard	Turret, 1)		
	Options:	This I	Nodel m	ay repl	ace its	n Internal Kine Internal Kineti +5 points.				
i de la	Weaponary Arcs:					s a 360-degree a 360-degree l				100
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Federate States Of Ai	nerica	1		Ga	lico	P	oints	85
Light 0	Sarrie	ľ				Grew Typ	e: Defensiv	G
					Medium Na Minimum M Turning Te Turn Limit Squadron S	emplate: :	odel 2" Mediù 0" 1-2	m
RB	1	2	3	4	DR	<b>CR</b>	M∀	HP
P/S Volley Gun Broadsides (S)	9	7	44	11-1	5	6	7"	5
Rocket Battery (T)	5	6	7	-	AP	AA	CC	łR
	-	-	-	-	4	4	4	3
		-	-	-				
MAR:		ment (1 gic Val		ival, 1),	Carrier (4, 1X	4 Wing), Füel	Reserves, Secu	rity Posts (2),
Options:	Ext	ernal K	linetic (	Generat	Rocket Battery or for no addit rator for an add	ional point cos	t.	
Weaponary Arcs:					sides have a Br a 360-degree		Fire	

Federate States Of Ar	nerica			Georg	etown	P	oints	ક્કક		
Grui	ser				Grew Type: Regular					
					Medium Nav Minimum Me Turning Te Turn Limit: Squadron Si	mplate:	odel 2" Mediun 0" 2-3	n		
RB	1	2	3	4	DR	<b>CR</b>	MY	HP		
Main Turret (P)	10	8	6	4	5	6	8"	5		
Fore/Aft Volley Guns (S)	6	4	1-	N-	AP	AA	<b>CC</b>	łR		
Rocket Battery (T)	4	5	6	3,-	5	4	4	4		
	-	14	- 1	-						
MAR:	Sustai	ned Fir	e (Main	Turre	t, 1)					
Options:	Model The S Mk1 - Mk2 - Mk3 -	quadror 70pts 70pts 70pts 75pts	can b This This This	e forme Model Model Model	its Grew Type d from any com has an External has a <mark>Rocket Ba</mark> has an External	bination of the Kinetic Generattery (T) Shield (2) Gen	e following Mar rator			
Weaponary Arcs:	ONE R The Fo	ocket f ore Vol	Battery ley Gun	(T) has is (S) h	270-degree Ford 360-degree Fir ave a 90-degree ve a 90-degree	e Arc Fore Fire Arc				

Federate States Of Ar	nerica			Lexi	ngton	Po	oints	કુકુક		
Light (	3ruise	r		1,18	Grew Type: Regular					
					Medium Naval Model Minimum Move: 2" Turning Template: Med Turn Limit: 0" Squadron Size: 2-3			iùm		
RB	1	2	3	4	DR	GR	MV	HP		
Main Turret (P)	8	6	4	2	5	6	8"	4		
Rocket Battery (T)	3	4	5	-	AP	AA	CC	łR		
Fore/Aft Volley Guns (S)	5	3	-		4	3	2	4		
-	-	-		-						
MAR:	Spotte	r (16")						-		
Options:	Mk1 - Mk2 - (Rocke	55pts 60pts ets) Mod	- This - This Iel Assi	Model Model gned R	med of ONE Ma has an External has a <mark>Rocket Ba</mark> ùle. has an External	Kinetic Gener attery (T) with	ator the Pinpoint	Attack		
Weaponary Arcs:	The R The F	ocket B ore Vol	l <mark>attery</mark> ley Gun	(T) has s (S) h	270-degree For <mark>360-degree Fir</mark> ave a 90-degree ve a 90-degree	<mark>e Arc</mark> Fore Fire Arc				

Federate States Of A	America	1		Y	ale	P	oints	45
Heavy	Destro	yer				Crew Typ	pe: Defens	sive
					Small Naval Minimum M Turning Te Turn Limit: Squadron Si	love: emplate:	2" \$ma 0" 2-3	
RB	1	2	3	4	DR	<b>CR</b>	MV	HP
Bombard Gun (P)	7	6	5	-	4	5	9"	3
Ye north - armin	- I	-	-	-	AP	AA	CC	łR
	-	-	-	-	2	3	3	3
	-	-	11-	-				
MAR:		Angle (l ard Gur		l Gun),	Pack Tactics (	Bombard Gun),	Small Targo	et Sustained Fire
Options:	None							
Weaponary Arcs:	ONE I	20mhar/	Cin (I	2) has :	a Fore Fixed Ch	annel Fire Ar		

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40	Federate States Of A	nerica			Guil	ford		Po	ints	40	1 3
3	Desti	oyer				Grew Type: Regular					ſ.
						Small Naval Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate		2" \$m 0" 2-4		
	RB	1	2	3	4	DR	C	R	MV	HP	
	Fore Volley Gan (S)	4	3	-	-	4		5	12"	2	
	Rocket Battery (T)	4	5	6	1	AP	A	A	66	łR	3
		-	-	-	-	2		2	2	1	
		-	-	-	-						
1	MAR:	Advan	ced Eng	gines (+	2"), Pac	k Tactics (Roc	ket Bat	tery), Sn	all Target		
	Options:			nay upg points.		have the Pinpo	oint (Ro	ckets) M	odel <b>A</b> ssig	ned Rule for an	
1	Weaponary Arcs:					s a 180-degree a 360-degree l					
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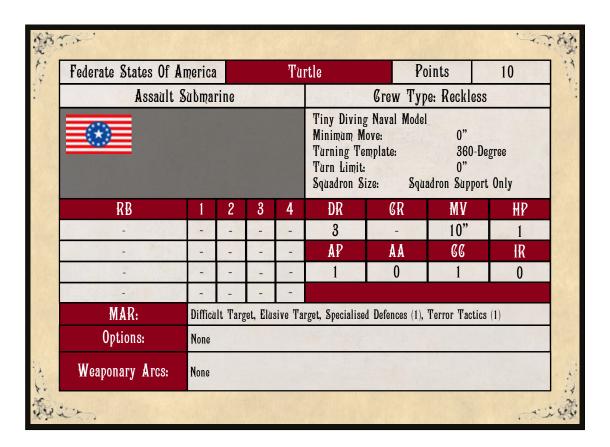
Federate States Of A	merica			Ani	mas	F	oints	25			
Assault S	Submar	ine			Grew Type: Aggressive						
					Small Naval Minimum Mo Turning Te Turn Limit: Squadron Si	ove: mplate:	2" 45-De 0" 2-4	grees			
RB	1	2	3	4	DR	вR	MV	HP			
Fore Gans (S)	5	4	7	-	3	4	10"	2			
	-	-	-	-	AP	AA	CC	łR			
	-	-	L	-	2	1	2	1			
-	-	-1	-	-							
MAR:	Direct	ed Fire	(66), E	lusive '	Target, Evasive	Manoeuvres (	+1), Small Targ	get, Sharp Turn			
Options:	This l	Model h	as the	Soncuss	sive (Fore Guns)	Munitions ty	pe.				
Weaponary Arcs:	The F	ore Gun	s (S) h	ave a Fixed Fore Arc of Fire							

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40	Federate States Of A	merica			Aug	usta	P	oints	25	3
3)	Fri,	gate	i cai					J.		
						Small Nava Minimum M Turning Te Turn Limit: Squadron S	love: emplate:	2" Small 0" 2-4		
	RB	1	2	3	4	DR	GR	MV	HP	
	Volley Gun (S)	4	3	-	-	4	5	11"	2	
	- The -	-	-	-	-	AP	AA	CC	łR	
		-	-		-	1	2	2	1	
		-	-	-	-					
War.	MAR:	Advan	ced Eng	gines (+	2"), Sm	all Target, Sha	rp Shooters			
	Options:	None								
1	Weaponary Arcs:	ONE F	ore Vol ft Voll	ley Gur ey Gun	n (\$) ha (\$) has	s a 270-degree a 270-degree	Fore Fire Arc Aft Fire Arc			
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400	Federate States Of A	nerica			Re	vere	Po	oints	20	
3)	Corv	ette					Grew Typ	e: Reckles	8	
						Small Nava Minimum M Turning Te Turn Limit: Squadron S	love: emplate:	2" Small 0" 2-5		
	RB	1	2	3	4	DR	GR	MV	HP	
	Fore Volley Gun (S)	4	3	100	7/3-	3	4	14"	2	1000
		-	-	-	-	AP	AA	66	IR	3000
MAG		-	-	-	-	2	1	2	1	
		- 1	-	-	-					1997
A.	MAR:	Advan	ced Eng	gines (+	3"), Eld	isive Target, Si	mall Target			
	Options:	None								
1	Weaponary Arcs:	ONE F	ore Vol	ley Gui	n (S) ha	ıs a 270-degree	Fore Fire Arc			
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Federate States Of A	America			Sprin	igfield	P	oints	20
Es	cort					Grew Ty	pe: Regular	
					Small Naval Minimum M Turning Te Turn Limit: Squadron S	mplate:	2" Small 0"	nment Only
RB	1	2	3	4	DR	СR	MV	HP
27 -12/12/2	1-13	-	-	- E	4	5	10"	2
* The state of the	2-	-	-	-	AP	AA	CC	łR
	-	-	1	W_ 8	2	2	2	1
	-	-	-	-				
MAR:	Attach Targe		FSA, La	irge and	d Massive Nava	l, 3), Elusive 7	'arget, Sharpsh	ooters, Small
Options:	None							
Weaponary Arcs:	None							



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400	Federate States Of Ar	nerica			Sava	nnah		Points	180	3
3	Sky Fo	ortres	3				lar	ſ.		
						Massive Ae Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:	2"	Degree	
	RB	1	2	3	4	DR	GR	MV	HP	
66	P/S Broadsides (S)	14	10	8	6	7	10	6"	10	
	Bomb Bay (T)	9	-	-	-	AP	AA	88	łR	
		-	- N		- 1	9	9	4	6	
		1	-	-	-					
	MAR:	Area I Value		lment (	Bomb B	ay, 1), Carrier	(9, 2X4 W	ing), Fùel Reser	ves, Strategic	
	Options:	None								
	Weaponary Arcs:					ve Broadside Fi 2" Range and		e Fire Arc		
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1	Federate States Of A	nerica		ł	lew (	)rleans		Po	ints	160	3
3	Airship Rep	air V	essel			Grew Type: Defensive					
						Large Aeria Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate		2"	evel Flyer Model Degree	
	RB	1	2	3	4	DR	Q	R	MV	HP	
	P/S Broadsides (S)	12	10	8	\ <del>-</del>	7	1	0	6"	9	
	Fore Rocket Battery (T)	8	10	12	-	AP	A	A	CC	łR	190
		-	8-		-	9		7	3	6	
		-	-	-	-						
	MAR:	Experi	enced f	Enginee	rs, Inve	ntive Scientist	s, Strat	egic <b>V</b> al	lue (75)		
	Options:	This I		ay upg	rade to	Shield (2) Geno have Combat D		ent (FSA	A: Engineer	Infantry, 2) for an	1
100	Weaponary Arcs:					) has a Fore Fi ve Broadside Fi		annel Fi	re Arc		
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40.0	Federate States Of Ar	nerica			Va	lley	P	oints	145	34	
3	Airs	hip				Grew Type: Aggressive					
						Large Aeria Minimum M Turning Te Turn Limit: Squadron Si	mplate:	lel 2" 45-D 2" 1	egree		
	RB	1	2	3	4	DR	GR	MV	HP		
	P/S Broadsides (S)	9	7	5	3	7	9	7"	9		
	Fore Rocket Battery (T)	7	8	9	-	AP	AA	CC	łR		
	Bomb Bay (T)	6	E-7		-	9	7	3	5		
		-	-	-	-				1		
	MAR:	Area I	Bombaro	lment (1	Bomb B	ay, 1), Rugged	Construction (	1)			
	Options:		Model n			Grew Type fro ternal Target P					
و ا	Weaponary Arcs:	The P	/S Bro	adsides	(S) hav	(T) have a For ve Broadside Fi e a 2" Range ar	re Arc			1.5	
M.									وند	震	

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100	Federate States Of A	merica	ij		B-	72	F	oints	120
	Heavy I	Bombe	r				Grew Ty	pe: Defensi	Ve
						Medium Aer Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	ow Level Fl 4" 45-D 1"	yer Model egree
	RB	1	2	3	4	DR	<b>CR</b>	MV	HP
	Fore Rockets (T)	7	8	9	N-	6	7	10"	6
	Bomb Bay (T)	9	-	-	-	AP	AA	CC	IR
		-		\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		6	4	3	4
		-	- 1	1	-				
	MAR:		Bombard ron Sup			ays, 1), Combat eters)	Patrol, Mome	ntum, Spotter	(24"),
M	Options:	This I	Model h	as the 1	Piercing	g (Fore Rockets	Munitions T	ype	
	Weaponary Arcs:					a Fore Fixed ( 2" Range and			
1000	Special Rules:					ter Wing deploy te not being pa			
M.						West.			~5g

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400	Federate States Of Ar	nerica			Ł	66		Points	85	1
3	Scout	ship					sive			
						Medium Aer Minimum M Turning Te Turn Limit: Squadron Si	Degree			
	RB	1	2	3	4	DR	GR	MV	HP	
	P/S Broadsides (S)	8	7	5	-	5	6	7"	5	
	Fore Rocket Battery (T)	5	6	7	-	AP	AA	CC	łR	Will
	Bomb Bay (T)	6	-	-	-	5	4	2	3	
		-	-	-	-					
781	MAR:	Hunte	r ( <b>A</b> eria	ıl, Broa	dsides,	+1), <b>Spotter</b> (24	")			
	Options:	This I	Model is	s fitted	with a	n Internal Kine	tic Generat	or		
-	Weaponary Arcs:	The P	/S Bro	adsides	(S) hav	) has a Fore Fix ve Broadside Fix ' Range and 36	re Arc			
T.						W.				

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1	Federate States Of A	nerica			John	Henry	P	oints	75	1
3	Rob	ot						Ċ.		
						Medium Aei Minimum M Turning Te Turn Limit: Squadron S	emplate:	ow Level Fly 0" 360-D 0" 2-3		
	RB	1	2	3	4	DR	6K	MV	HP	
	Left Arm Cannon (S)	7	6	5	-	4	6	10"	4	
	Right Arm Rockets (T)	4	5	6	-	AP	AA	CC	łR	W.
		E-1	Ē-		-	4	4	1	3	
		11-2	-	-	-					
761	MAR:	Hunter	r (Aeria	l, Left	and Rig	ght Arms, +1), 1	Redoùbtable, R	ugged Construc	stion (1)	
	Options:	None								
1	Weaponary Arcs:					as a 270-degre have a 270 de				3
美						No.				1.0%

Federate States Of A	merica	1		A	17	₽	oints	60				
Bom	ber					Grew Typ	pe: Defensiv	16				
					Medium Aer Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:	4" 45-De 1" 2-3	gree				
RB	1	2	3	4	DR	<b>CR</b>	MV	HP				
Fore Torpedoes (T)	7	6	5	-	5	6	8"	4				
Bombs (T)	8	-	- 10	-	AP	AA	CC	łR				
	-	Ē-11	-	-	4	4	5	2				
	-											
MAR:	Hunte	r (Surfa	ce and	Subme	rged, Bombs, +1	), Momentum						
Options:	None											
Weaponary Arcs:	The F	ore Tor Somb Ba	pedoes y (T) h	(T) hav	re a Fore 90-de "Range and 36	gree Fire Arc O-degree Fire	Arc					

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400	Federate States Of Ar	nerica			PY	B-2		Points	45	1
9	Sea P	lane					Grew T	'ype: Defens	sive	6
						Minimum M Turning Te Turn Limit:	Medium Aerial Low Level Flyer Model Minimum Move: Turning Template: 45-Degre Turn Limit: 1" Squadron Size: 2-4			
	RB	1	2	3	4	DR	<b>CR</b>	MV	MP	
	Fore Rockets (T)	4	5	6	-	5	6	10"	3	
		S - 8	1	-		AP	AA	CC	łR	W.
		-	-	-	-	2	4	2	2	
		-	-	-	-					
781	MAR:	Hunter	r (Aeria	l, Rock	ets, +1)	, Momentum, Sj	potter (16")	1100		
	Options:			ay upg points.		have the Pinpo	oint (Rocket	s) Model Assig	ned Rule for an	
1	Weaponary Arcs:	The Fo	ore Roc	kets (T	) have	a Fore Fixed Gl	hannel Fire	Arc		
美。						W.				"酸"

Federate States Of A	merica	1	F.	reedo	m Mk 2	Po	oints	30	
Intercept	or Rol	ot				Grew Ty	pe: Regular		
					Small Aeria Minimum M Turning Te Turn Limit: Squadron S	mplate:	Flyer Model 0" 360-Degree 0" 2-3		
RB	1	2	3	4	DR	GR	MV	HP	
Gun Arms (S)	4	3	2	-	3	5	12"	2	
		-	-	_	AP	AA	CC	łR	
	10-1	4-1	==	-	1	2	1	1	
	-	-	-	-					
MAR:	Attacl Targe		FSA, La	irge an	d Massive, 3), E	llusive Target,	Evasive Manoed	uvre (+1), S	
Options:	None				and the				
Weaponary Arcs:	The G	un Arm	s (\$) h	ave a 2	70-degree Fore	Fire Arc		100	

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6.	Federate States Of A	nerica		Avio	n Str	ike Bomber		Po	ints	25	1
3	Strike I	Bombe	ľ				Grev	и Тур	e: Defens	sive	
						Small Aeria Minimum M Turning Te Turn Limit: Squadron S	ove: mplate		4"	Degree	
	RB	1	2	3	4	DR	(	3R	MV	HP	
	Bomb Bay (T)	3	-		-	4		5	12"	2	
	The least	-	1	-	-	AP	ł	l A	66	IR	200
64		-	-		-	1		2	2	1	
		-	-	-	-						
	MAR:				+1), Hùi all Targ		nd Sùbr	nerged, I	Bombs, +1),	Momentum, Pack	
	Options:	None				A A					Dog.
1	Weaponary Arcs:	ONE B	omb Ba	y (T) h	as a 2'	Range and 36	0-degre	ee Fire A	lrc		
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	SUPPOR	RT AIRG	RAFT S	QUADRON RULES		
SAW	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 Füel Tanks Hunter (Sürface +1)	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

Federate States Of A	merica			Resti	tution	P	oints	300			
Dreadnoug	ht-Ro	bot	1		-193	Grew T	ype: Elite				
					Massive Ar Minimum N Turning To Turn Limit Squadron S	love: emplate: :	ol Surface Skin O" 360-De O"				
RB	1	2	3	4	ÐR	6K	MV	MP			
Shoulder Mounted	15	12	10		9	12	7"	10			
Rocket Batteries (T)	10	12	10		AP	AA	CC	łR			
Wrist Mounted Colt-Cannons (P)	15	13	11	9	12	6	6	8			
MAR:	Rugge	d Const		(2), \$1	ct (Boarding Only), Hùll Breaker (Boarding Only, +D3), ùstained Fire (Colt-Cannons Only, 3), Strategic Valùe (150),						
Options:	erator. Hammer a pair	of Wrist Moun	ted Golt-Gan-								
Weaponary Arcs:	TW0	Wrist 1	Mounted	l Canno	ons (P) have 27	0 degree Fore					
	smash Hull E the Re Squad forewa	ing it to reaker estitution rons wi arned an	o pulp! MAR r on can o ithin 12 nd can annons	The Reather to elect to 2" to take reroll as	estitution may han just D3. In smash the gro ike an immedia a single die if d Restitution wil	roll a D6 when addition rathe and in front of te Morale Test. lesired. I often be field	series of blows determining the r using the ham it causing all a Friendly FSA is ed with a pair o	e effect of it mer in melee Armoured Squadrons ard			
Special Rules:					ovation from the at in incredible		Armouries that i	s capable of			
					f making a star e the following		ttack with the 1 es:	<b>N</b> rist Cannon			
					ins the Glose ( ring at RB1	)ùarter Gunnery	and doubles th	e sustained			
	M.	rlzeman	. Model	l maine	11 to bit at D	RA and can obe	ot at submerged	or observad			

Federate States Of A	merica			Ala	amo	P	oints	160		
Mobile	Airfiel	d			Grew Type: Elite					
					Massive Arı Minimum M Turning Te Turn Limit: Squadron Si	mplate:	ol Model O" Large 3"			
RB	1	2	3	4	DR	GR	MV	HP		
Bombard (P)	14	11	9	5	6	9	5"	9		
P/S Broadsides (S)	8	5	2	7-	AP	AA	CC	IR		
Rocket Battery (T)	-	10	9	8	7	6	4	7		
	-	1	-	•						
MAR:	Carrie	r (6, 1)	5 Win	g), Fuel	Reserves, Secu	rity Posts (2),	Strategic Val	1e (50)		
Options:					Rocket Battery points cost	(T) with an	External Shield	d (2) or Kinetic		
Weaponary Arcs:	The P	/S Bro	adsides	(S) have	e Fixed Channel ve a Broadside a 360 degree	Fire Arc				

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1	Federate States Of A	nerica		}	Philad	lelphia		Po	ints	150	37
3	Land	ship	Grew Type: Regular								l.
						Large Armo Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:		lodel 0" Larg 2" 1	ge.	
	RB	1	2	3	4	DR	<b>G</b>	R	MV	HP	
	Bombard Turret (P)					6	8	3	6"	7	
	P/S Broadsides (S)	8	7	4	-	AP	A	A	66	łR	
		-	- N	-	-	6	5		2	5	507
		-	-	-	-						
	MAR:	Comba Fire (f	t Deplo Bombard	yment ( l Turre	(FSA, L t, 2)	ine Infantry, 2)	, High A	Angle (B	ombard Tu	rret), Sustained	
	Options:	This I	Model is	fitted	with a	n Internal Shie	ld (2) G	enerator			A Sec
1.40%	Weaponary Arcs:	ONE B	ombard	Turret	(P) ha	s a 270-degree s a 270-degree ve a Broadside	Aft Fire	Arc			
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400	Federate States Of Ar	nerica			Wash	ington		Po	oints	145	1
3	Lands	ship					lar	l.			
						Large Armo Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate	Time	Multi-Purp 0" Lar 1"		
	RB	1	2	3	4	DR	(	R	MV	HP	8.00
1000	Bombard Turret (P)	10	8	6	4	6		8	7"	7	A S
	P/S Broadsides (S)	7	5	3		AP	I	A	66	IR	200
		-	-		- 1	8		4	2	5	
		-	-70	-	-						
	MAR:	High A	Angle (I	Bombard	Turre	t), Sustained Fi	re (Bon	nbard Ti	urret, 1)		
	Options:	This I	Nodel is	fitted	with a	n Internal Shie	ld (2) (	Generato	r for no ad	ditional cost	
6.20%	Weaponary Arcs:	ONE B	ombard	Turret	(P) has	s a 180-degree s a 180-degree ve a Broadside	Aft Fin	re Arc			
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3	Federate States Of A	merica			Ten	nessee	135		
y	Land	ship					Grew Ty	pe: Regular	,
						Large Armot Minimum Mo Turning Te Turn Limit: Squadron Si	mplate:	Model 0" Large 2"	
	RB	1	2	3	4	DR	GR	MV	HP
	Bombard Turret (P)	11	9	7	4	6	8	8"	6
	Rocket Battery (T)	-	9	8	7	AP	AA	CC	łR
		-	18-7	3	-	6	4	2	5
			-	-	-				
	MAR:	Comba Turret	t Deplo t), Secu	yment ( rity Pos	FSA, 6 sts (2)	lose Support In	fantry, 2), Hig	th Angle (Bomb	ard
	Options:					Rocket Battery Generator for no			12") Generator
1000	Weaponary Arcs:					s a 270-degree a 360-degree F			

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16	Federate States Of A	merica			K	eno	¥	oints	85	4																	
9	Heavy	Tank					Grew Ty	ype: Regul	ar																		
						Medium Arr Minimum M Turning Te Turn Limit: Squadron S	emplate:	0"	-Degree																		
	RB					DR	GR	MV	HP																		
	Bombard Turret (P)	11	9	7	4	5	6	8"	4																		
		-	-	19-79	-	AP	AA	CC	łR																		
	- 1	1946 E-7	8-0 3-7	E-1	-	-	-	-	-	-	-	16 <u>-</u> 15	( - ) ;	( <del>-</del> )	<u>-</u>	<u>-</u>	<u> -                                   </u>	-	-	-	-	-	4	2	1	4	
		-	1	-	-																						
	MAR:	High A	Angle (I	Bombaro	d Turre	t)																					
	Options:	None																									
1	Weaponary Arcs:	ONE B	ombard	Turret	t (P) ha	s a 360-degree	Fire Arc																				
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Federate States Of A	merica	1		Yor	ktown	Po	oints	65		
Bom	bard				Grew Type: Regular					
					Medium Arn Minimum M Turning Te Turn Limit: Squadron Si	mplate:	l Model 0" 360-De 0" 2-3	agree		
RB	1	2	3	4	DR	GR	MV	HP		
Bombard Rockets (T)	-	11	9	6	5	6	6"	3		
	-	-	(9 <del>-</del> ))	-	AP	AA	CC	łR		
	-	E-7		-	2	1	1	2		
	-	-	-	-						
MAR:	Sustai	ined Fir	e (Rock	ets, 1)						
Options:	None						The same			
Weaponary Arcs:	The B	ombard	Rocket	s (T) h	ave a Fore Fixe	d Channel Fire	Arc			

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1	Federate States Of Ar	nerica			Tri	umph	P	oints	60	3
3	Command	l Tan	k				Grew Ty	pe: Regu	lar	Ų.
						Medium Arn Minimum M Turning Te Turn Limit: Squadron Si	mplate:	0" 360 0"	D-Degree achment Only	
	RB	1	2	3	4	DR	6R	MV	HP	
		-	-	-	9-	5	6	8"	4	
		-	-	-	-	AP	AA	CC	łR	300
		-	18:3	-	-	4	3	2	4	
		-	-	-	-					
	MAR:	Attach Vulner		'SA, Ai	rmoùred	, 1), Combat De	ployment (FSA	, Assaùlt Ir	nfantry, 1),	
	Options:	This 1	Model is	fitted	with a	n External Son	ic (12") Genera	ntor.		
1	Weaponary Arcs:	None								
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Federate States Of Ar	nerica			Jac	kson	P	oints	40
Medium	Tank	1				Grew Ty	pe: Regulai	?
					Medium Arr Minimum M Turning Te Turn Limit: Squadron S	mplate:	0" 360-D 0" 2-3	legree
RB	1	2	3	4	DR	٥R	MV	HP
Volley Gun Broadsides (S)	7	6	-	-	5	6	9"	3
-	-	-	-	-	AP	AA	<b>GG</b>	łR
	-	3-7	-	-	4	3	1	3
	-	-	-	-				
MAR:	Spotte	er (16")						
Options:					Grew Type fro the Squadron N			o additional cost
Weaponary Arcs:	The V	olley G	un Bros	adsides	(\$) have a Broa	ndside Fire Arc		

Federate States Of	America			Tro	enton	Po	oints	40		
Mediu	m Tanl	(				Grew Type: Regular				
					Medium Arr Minimum M Turning Te Turn Limit: Squadron Si	mplate:	0" 360-Degree 0" 2-3			
RB	2	3	4	DR	GR	₩V	HP			
Gun Turrets (S)	4	3	1	-	5	6	9"	3		
	S ( - 1)	-	19-3	-	AP	AA	CC	łR		
	-	3-7	-	-	3	2	1	3		
	-	-	-	-						
MAR:	None									
Options:	None									
Weaponary Arcs:	FOUR	Gun T	urrets (	S) have	offset 180-deg	ree Fire Arcs				

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Federate States Of	America			Pio	oneer	P	oints	25		
Small	l Tank				Grew Type: Reckless					
***					Medium Arr Minimum M Turning Te Turn Limit: Squadron Si	mplate:	0" 360-Do 0" 2-5	egree		
RB	1	2	3	4	DR	6R	MV	HP		
Volley Guns (8)	4	3	1	9-	4	5	10"	2		
-	5 - 1	-	(# <del>-</del> //	-	AP	AA	CC	łR		
	-	- /	-	-	1	2	1	1		
	<u> </u>	-	-	-						
MAR:	Elusiv	e Targ	et, Sma	ll Targ	et					
Options:	None									
Weaponary Arcs:	The V	olley G	ùns ( <b>S</b> )	have a	Fore Fixed Cha	annel Fire Arc				

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6.	Federate States Of Ar	nerica			Col	ombia		Points	<b>∻</b> ÷÷	3
3	Land 7	rain					Grew	Type: Regu	lar	6
						Medium Arn Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	Model 1" Lai 1" 1	.ge	
	RB	1	2	3	4	DR	GF	R MV	HP	
	Rocket Battery (T)	6	8	9	-	4	5	4"	4	1
	Turrets (\$)	7	5	3	- 1	AP	A		łR	
	Mortar Battery (P)	6	8	9	-	2	2	2	2	
		-	4	-//	· · ·					
	MAR:	Advan	ced Eng	gines (+	4"), Mo	mentum, Small	Target			
	Options:	betwee Mk Mk (AA Mk Mk Fire Mk	en, and 1 Guni 2 Flak , 2) & 3 Mort 4 Rock	a Rear Train Heavy a ar Train set Train	Tenderain - 4 - 35 pc Ack Aci in - 60 in - 60 MAR	r and MUST be 5 points - Gain bints - Increase k MARs points - Gain ( 1 points - Gain	TWO T  AA valu  ONE Mor  ONE Roc	te to 5. Gain the tar Battery (P) sket Battery (T).	ollowing Marks:	
	Weaponary Arcs:	The O	NE Mor	tar Bat	tery (P	90-Degree Port has a Fore Fix has a 360—d	ced Chan			
<b>1</b>	<u>:</u>								رين	。

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Federate States Of I	America	1	[	)efian	ce Robot	P	oints	20			
Ro	bot				Grew Type: Regular						
					Small Armoured Model Minimum Move: 0" Turning Template: 360-Degree Turn Limit: 0" Squadron Size: 2-5						
RB	1	2	3	4	DR	<b>GR</b>	M∀	HP			
Volley Gans (8)	5	4	-	W	4	5	6"	2			
	5 - 1	-	-	-	AP	AA	CC	IR			
- 1	) (? <u>-</u> )}	<b>E-</b>	-	-	1	2	1	1			
	-	-	-	-							
MAR:	Small	Target	, Spotte	er (8")							
Options:	None										
Weaponary Arcs:	The V	olley G	uns ( <b>S</b> )	have a	90-degree Forv	vard Fire Arc					

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1	Federate States Of Ar	nerica	1	B	ınker	Complex	P	oints	190	34
3	Universal Fo	rtific	ation				Grew Typ	e: Defens	sive	C.
						Massive Gap Minimum M Turning Te Turn Limit: Squadron Si	tion			
	RB	1	2	3	4	DR	GR	MV	HP	
	Main Turret (P)	12	10	8	6	7	12	0"	11	28
	Fore Guns (S)	8	6	4		AP	AA	CC	łR	900
		-	3-7	-	-	9	6	2	14	
		-	-	-	-					
	MAR:					eld (AD5, 5), Ro Value (50), Su				
	Options:	This No points		ay upg	rade its	Grew Type fro	om Defensive t	o Stoic for	an additional +15	
1	Weaponary Arcs:					e a 90-degree F 90-degree Fore				
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400	Federate States Of A	merica		Forw	ard L	anding Fiel	d	Po	ints	115	1	
3	Universal F	ortific	ation			Grew Type: Non-Gombatant						
						Massive Cap Minimum M Turning Te Turn Limit: Squadron S	ove: mplate:		Fortifica 0" 0 0" 1	tion		
	RB	1	2	3	4	DR	C	R	MV	HP		
	Quad Turret (S)	8	6	4	2	5	8	3	0"	6		
		1 - 1	-		1	AP	A	A	CC	łR	900	
		-	E-/	-	-	7		Ó	2	8		
		-	-	-	-							
	MAR:	Garriei Vülner		4 Win	gs), Fue	l Reserves, Hig	gh Angle	(Quad '	Furret),Str	ategic Value (75),		
	Options:	None										
1	Weaponary Arcs:					270-degree Fore 270-degree <b>A</b> ft						
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400	Federate States Of Ar	nerica		Heavy	/ Infa	ntry Bunke	r	Po	ints	120	3		
	Land Fort	ificati	on				Grew	Type	: Defens	ive	·		
						Large Capit. Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate		0" 0 0" 1				
	RB	1	2	3	4	DR	0	R	MV	HP			
	Main Turret (P)	10	8	6	4	5	1	2	0"	10			
		-	8-19	-		AP	A	A	88	łR	388		
1000		-			1	7		4	0	12			
			1	1	ı								
	MAR:					Line Infantry, 3), Long Range Assault, Minefield (AD5, 5), ruction (2), Security Posts (3)							
	Redoubtable, Rugged Construction (2), Security Posts (3)  Options:  This Model may upgrade its Grew 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 Close Support Infantry for an additional +30 points 3x Engineer Infantry for an additional +30 points												
100	Weaponary Arcs:	ONE M	lain Tu	rret (P)	has a	360-degree Arc	of Fir	e					
E.						Pres.					· 藏		

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to the	Federate States Of Ai	nerica		Mediu	m Inf	antry Bunk	n9	Points	50	3	
3	Land Fort	ificati	on			Grew Type: Defensive					
						Medium For Minimum M Turning Te Turn Limit: Squadron S					
	RB	1	2	3	4	DR	GR	MV	HP		
		-	-		-	4	6	0"	4		
SS.	-	-	-	- 4	-	AP	AA	CC	IR		
1.24		-		-	-	4	3	3	6	24111	
		-	-	-	-						
	MAR:		t Deploy action (				, Long Rang	e Assault, Red	oùbtable, Rùgged		
	Options:	2x 2x	Assault Glose S	Infanti apport	ry for a Infantry	be upgraded to be the following: an additional +10 points cry for an additional +20 points r an additional +20 points					
: 100	Weaponary Arcs:	None		-6/11						3	
E.										(数)	

Federate States Of A	merica		Smal	l Infa	ntry Bunke	r	Points	25		
Land For	tificati	ion				Grew Type: Defensive				
					Medium Fortification Minimum Move: Turning Template: Turn Limit: Squadron Size:		0"			
RB	1	2	3	4	DR	GR	MV	HP		
		-	2	1	3	5	0"	2		
-	( <del>-</del> )	- )	-	-	AP	AA	88	łR		
	-	-	-	-	2	1	1	4		
	-	-	-0	-						
MAR:	Comba (1)	t Deplo	yment (	FSA, L	ine Infantry, 1)	, Long Rang	e Assault, Ru	gged Construction		
Options:  The 1x Line Infantry may be upgraded to be the following: 1x Assault Infantry for an additional +5 points 1x Glose Support Infantry for an additional +10 points 1x Engineer Infantry for an additional +10 points										
Weaponary Arcs:	None		ty i							

Federate States Of A	merica		Towe	ers Do	fensive Line	Po	ints	<b>ኇኇኇ</b>	
Universal F	ortific	ation				Grew Type	e: Defensiv	ve	
***				Medium Capital Universal Fortification Minimum Move: 0" Turning Template: 0 Turn Limit: 0" Squadron Size: 2-4					
RB	1	2	3	4	DR	GR	MV	HP	
Main Turret (P)	10	8	6	4	4	6	0"	5	
Fore Gun Turret (8)	7	6	-	-	AP	AA	CC	łR	
P/S Broadsides (S)	6	5	-	-	4	2	0	7	
Die Fielde	-	-	-	-					
MAR:	Redoubtable, Rugged Construction (2), Security Posts (1)								
Options:					iple types of To	wer if desired.	Each Tower	MUST purchas	
	Commi	ınicatio	ns Tow			l gains the Co	mbat Goordin	ator (FSA, Die	
	Commi Hard A	inicatio Attitude 'ower -	ons Tow s, 12")	ver - 40 MAR. - The	les:	its AA to AA			
	Gommi Hard A Flak T Ack an Genera an Int	unicatio Attitude Tower - nd Sust ator To ernal G	ons Tow 2, 12") 40pts tained F wer - 3	ver - 40 MAR. - The Vire (Ac d5pts - r from	des: Opts - The Mode Model increases	its AA to AA s. a Main Turret st: Shield (2) (	5 and gains (P) and MUS	the Heavy Ack 3T be fitted wit	
	Gommi Hard A Flak T Ack an Genera an Int Guardi	unicatio Attitude Tower - and Sust ator To ernal G an (2,	ons Tow e, 12") 40pts tained f wer - 3 Generato 12", Pr	ver - 40 MAR.  - The Vire (Ac Spts - r from otective	des:  Opts - The Mode  Model increases k Ack, 2) MARs  The Model has a the following: li	its AA to AA a. a Main Turret st: Shield (2) ( for +40 points	5 and gains (P) and MUS Generator for	the Heavy Ack 3T be fitted wit +30 points OR	

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	Federate States Of A	nerica		Inf	antry	Company	P	oints	25	3	
3	Assault 1	nfantı	ry				8	C.			
						Tiny Armoured Repair Infantry Minimum Move: 0" Turning Template: 360-1 Turn Limit: 0" Squadron Size: 1-3			)egree		
	RB	1	2	3	4	DR	GR	MV	HP		
		-	- \	-	-	3	5	5"	3		
		- 1	-	-	-	AP	AA	<b>CC</b>	łR		
	-	-	14-10	-	-	4	1	0	-		
		-	-	-	-						
	MAR:	Elusive Target, Difficult Target, Sustained Assault (2)									
	Options:	May become Mechanised									
1	Weaponary Arcs:	None									
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Federate States Of	America		Inf	antry	Company	P	oints	20			
Line 1	nfantry				Grew T	ype: Stoic					
***					Tiny Armoured Infantry Minimum Move:  Turning Template: 360-Degree Turn Limit:  Squadron Size:  1-3			egree			
RB	1	2	3	4	DR	<b>CR</b>	MV	HP			
	-	- 1	-	1	3	4	5"	3			
	8 - 1	-	-		AP	AA	CC	łR			
-	-	Z-10	-	-	3	3	0	-			
Mr. Element	-	-	-	-							
MAR:	Elusiv	e Targe	et, Diffic	cult Ta	rget						
Options:	May b	May become Mechanised									
Weaponary Arcs:	None	None									

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	Federate States Of A	merica		Inf	antry	Company	P	oints	30	3	
3	Enginner	Infant	ry				e	6			
						Tiny Armoured Repair Infantry Minimum Move: 0" Turning Template: 360-D Turn Limit: 0" Squadron Size: 1-3			egree		
	RB	1	2	3	4	DR	GR	M₹	HP		
		-	- \	-	-	3	4	5"	3		
	-	- 1	-	-	-	AP	AA	CC	IR	1000	
		-	4-10	-	-	3	1	0	-		
		-	-	-	-					200	
	MAR:	Elusive Target, Difficult Target									
	Options:	May become Mechanised									
1	Weaponary Arcs:	None									
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1	Federate States Of A	merica		Inf	fantry	Company Points		25	3			
9	Glose Suppo	rt Infa	antry			G	pted	6				
						Tiny Armoured Infantry Minimum Move: 0" Turning Template: 36 Turn Limit: 0" Squadron Size: 1-			l-Degree			
100	RB	1	2	3	4	DR	٥R	MY	HP			
	Close Mortars (S)	4	5		-	3	4	3"	3			
1987	-	V - 1	-	-	_	AP	AA	CC	IR	H115		
		-		-	-	2	3	0	-			
		-	-	-	-							
	MAR:	Elusive Target, Difficult Target, Sustained Fire (Glose Mortars, 2)										
	Options:	May become Mechanised										
	Weaponary Arcs:	The C	The Glose Mortars (S) have a 360-degree Fire Arc									
The state of the s									النب	美		