

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

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## Version 1.0

### République of France Universal Rules

- All Models in the République of France Force List have the Redoubtable (Ack-Ack) Model Assigned Rule
- In some places, the République of France is abbreviated as **ROF** in the Force Guide.

### République of France Commodore Rules

#### Commodore Traits

- République of France Commodores may always take the Battle Drilled Ack Ack Defensive trait instead of making a roll on the Defensive Trait table.
- République of France Commodores (including Competitive Commodores) may exchange any Command Trait they have generated for the following trait:
  - o Perfectly planned manoeuvres: **Once per Game** – This ability may be activated during the Command and Control Step of the Commodores Activation. All Models in the Force gain the Sharp Turn and Sturginium Boost Model Assigned Rules. Furthermore all models in the force may Re-roll Evasive Manoeuvre tests ONCE.

### RÉPUBLIQUE OF FRANCE

### 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:

#### Corsaire Squadron

Squadron MUST contain:

- 1x Magenta (Mk II) Battleship (Parent Element)
- 3x Requin Corvettes (Attached Element)

#### Trappeur Squadron

Squadron MUST contain:

- 1x Dieppe Cruiser (Parent Element)
- 3x Lyon Frigates (Attached Element)

### **Chasseur Squadron**

Squadron MUST contain:

1x Marseilles Light Cruiser (Parent Element)

2x Alma Reconnaissance Frigate (Attached Element)

### **Enclume Squadron**

Squadron MUST contain:

2x Foucault Medium Tanks (Parent Element)

+3 Hotch Small Tanks (Attached Element)

### **Aigle Squadron**

Squadron MUST contain:

1xToubillon Sky Fortress (Parent Element)


3x Frelon Small Bomber (Attached Element)


### **Faucon Squadron**

Squadron MUST contain:

3x Rousseau Bomber (Parent Element)

1x Voltaire Interceptor (Attached Element)

République of France					Charlemagne		Points	300
Dreadnought					Crew Type: Elite			
					Massive Naval Capital Model			
					Minimum Move: 2"			
					Turning Template: Large			
					Turn Limit: 0"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
Heavy Turret (S)	12	10	8	6	7	13	6"	10
Heavy Heat Lance (S)	14	14	7	7	AP	AA	CC	IR
Rocket Battery (T)	-	9	9	9	10	8	7	9
P/S Broadside (S)	10	8	6	4				
<b>MAR:</b>					Retardant Armour (2, Primary & Secondary Ordinance), Strategic Value (100)			
<b>Options:</b>					This Model has the Corrosive (Heavy Turrets) Munitions Type This Model may choose up to TWO Internal Generators, without duplication, from the following list: Cloud Generator +20 points Tesla (8") Generator +25 points Nullification Generator +10 points Fury (16") Generator +15 points			
<b>Weaponary Arcs:</b>					ONE Heavy Heat Lance (S) has a 180-degree Port Fire Arc ONE Heavy Heat Lance (S) has a 180-degree Starboard Fire Arc ONE Rocket Battery (T) has a 360-degree Fire Arc ONE Heavy Main Turret (S) has a 270-degree Fore Fire Arc ONE Heavy Main Turret (S) has a 270-degree Aft Fire Arc The P/S Broadside (S) have a Broadside Fire Arc			

République of France					Vauban		Points	300
Surface Skimming Dreadnought					Crew Type: Elite			
					Massive Naval Capital Surface Skimming Model			
					Minimum Move: 2"			
					Turning Template: Large			
					Turn Limit: 1"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
Rocket Batteries (T)	-	11	11	11	7	12	6"	12
Main Turret (S)	10	9	8	5	AP	AA	CC	IR
P/S Broadside (S)	10	8	6	4	10	9	6	6
-	-	-	-	-				
<b>MAR:</b>					Carrier (9, 2X4 Wings), Fuel Reserves, Retardant Armour (2, Primary & Secondary Ordinance), Security Posts (2), Spotter (24"), Strategic Value (125)			
<b>Options:</b>					This Model may choose up to TWO Internal Generators, without duplication, from the following list: Cloud Generator +20 points ONE Enhancer (12") Generator +20 points Nullification Generator +10 points Fury (16") Generator +10 points			
<b>Weaponary Arcs:</b>					TWO Rocket Batteries (T) have 360-degree Fire Arcs FOUR Main Turrets (S) have offset 180-degree Fire Arcs respectively The P/S Broadside (S) have Broadside Fire Arcs			






























République of France					Tourbillon		Points	180
Sky Fortress					Crew Type: Regular			
					Massive Aerial Capital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 2" Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
Turret (S)	10	9	8	3	6	10	6"	10
P/S Broadside (S)	12	10	8	6	AP	AA	CC	IR
Bomb Bay (T)	5	-	-	-	7	7	4	5
Rocket Battery (T)	8	8	8	-				
MAR:					Area Bombardment (Bomb Bays, 1), Advanced Engines (+1"), Carrier (6, 1x5 Wing), Fuel Reserves, Retardant Armour (2, Primary & Secondary), Spotter (24"), Strategic Value (75)			
Options:					This Model is fitted with an Internal Nullification Generator for no additional cost This Model may replace the Internal Nullification Generator for an Internal Fury (16") Generator for +5 points			
Weaponary Arcs:					ONE Turret (S) has a 180-degree Port Fire Arc ONE Turret (S) has a 180-degree Starboard Fire Arc The P/S Broadside (S) have a Broadside Fire Arc THREE Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc ONE Rocket Battery (T) has a 360-degree Fire Arc			









Republique Aces: The following Support Aircraft Squadrons in the République of France Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane, Torpedo Bomber







République of France					Alsace		Points		5.5		
Landship					Crew Type: Defensive						
					Large Armoured Capital Model Minimum Move: 0" Turning Template: Large Turn Limit: 2" Squadron Size: 1						
RB		1	2	3	4	DR	CR	MV	HP		
P/S Broadside (S)		8	6	4	2	4	7	7"	5		
Mortar Battery (P)		-	9	9	9	AP	AA	CC	IR		
-		-	-	-	-	5	4	2	4		
-		-	-	-	-						
MAR:		Attachment (RoF: Medium Armoured, 1), Retardant Armour (1, Primary and Secondary Ordinance)									
Options:		This Model may upgrade its Crew Type from Defensive to Stoic for an additional +10 points This Model must be purchased as one of the following Marks: Mk1: 110pts Gains Combat Deployment (RoF, Line Infantry, 3) MAR Mk2: 120pts Gains a Mortar Battery (P) with the Corrosive (Mortar) Munitions Type									
Weaponary Arcs:		ONE Mortar Battery (P) has a 360-degree Fore Fire Arc The P/S Broadside (S) have a Broadside Arc of Fire									

République of France					L'Aman		Points		80	
Heavy Tank					Crew Type: Regular					
					Medium Armoured Capital Model Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 2-3					
RB		1	2	3	4	DR	CR	MV	HP	
Heavy Heat Lancette (S)		10	10	6	-	4	6	8"	4	
-		-	-	-	-	AP	AA	CC	IR	
-		-	-	-	-	4	3	1	3	
-		-	-	-	-					
MAR:		Retardant Armour (1, Primary & Secondary Ordinance)								
Options:		None								
Weaponary Arcs:		One Heat Lancette (S) has a 270-degree Fore Fire Arc								













### Special Rules:








République of France					Tower Defensive Line		Points	***
Universal Fortification					Crew Type: Defensive			
					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
Bombard (P)	-	6	6	6	AP	AA	CC	IR
-	-	-	-	-	4	2	0	8
-	-	-	-	-				
<b>MAR:</b>					Redoubtable, Rugged Construction (2), Security Posts (1)			
<b>Options:</b>					<p>Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:</p> <p>Communications Tower - 40pts - The Model gains the Combat Coordinator (RoF, Die Hard Attitude, 12") MAR</p> <p>Flak Tower - 45pts - The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs</p> <p>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 Fury (8") Generator for +25 points</p> <p>Bombard Tower - 50pts - This Model has a Bombard (P) with the Corrosive (Mortar) Munitions Type and an Internal Nullification Generator</p>			
<b>Weaponary Arcs:</b>					<p>ONE Main Turret (P) has a 360-degree Fire Arc</p> <p>ONE Bombard (P) has a 360-degree Fire Arc</p>			

République of France					Small Infantry Bunker		Points	25
Land Fortification					Crew Type: Defensive			
					Small Land Fortification			
					Minimum Move: 0"			
					Turning Template: 0			
					Turn Limit: 0"			
					Squadron Size: 2-3			
RB	1	2	3	4	DR	GR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4
-	-	-	-	-				
<b>MAR:</b>					Combat Deployment (RoF, Line Infantry, 1), Long Range Assault, Rugged Construction (1)			
<b>Options:</b>					<p>The 1x Line Infantry may be upgraded to be the following:</p> <p>1x Assault Infantry for an additional +5 points</p> <p>1x Close Support Infantry for an additional +10 points</p> <p>1x Engineer Infantry for an additional +10 points</p>			
<b>Weaponary Arcs:</b>					None			







République of France					Infantry Company		Points		25	
Reconnaissance Infantry					Crew Type: Defensive					
					Tiny Armoured Infantry Model					
					Minimum Move:		0"			
					Turning Template:		360-Degrees			
					Turn Limit:		0"			
					Squadron Size:		1-3			
RB		1	2	3	4	DR	CR	MV	HP	
-		-	-	-	-	3	4	8"	3	
-		-	-	-	-	AP	AA	CC	IR	
-		-	-	-	-	2	1	0	-	
-		-	-	-	-					
MAR:		Elusive Target, Difficult Target, Spotter (16")								
Options:		This Model may upgrade to the Spotter (24") MAR for an additional +5 points May Become Mechanised								
Weaponary Arcs:		None								