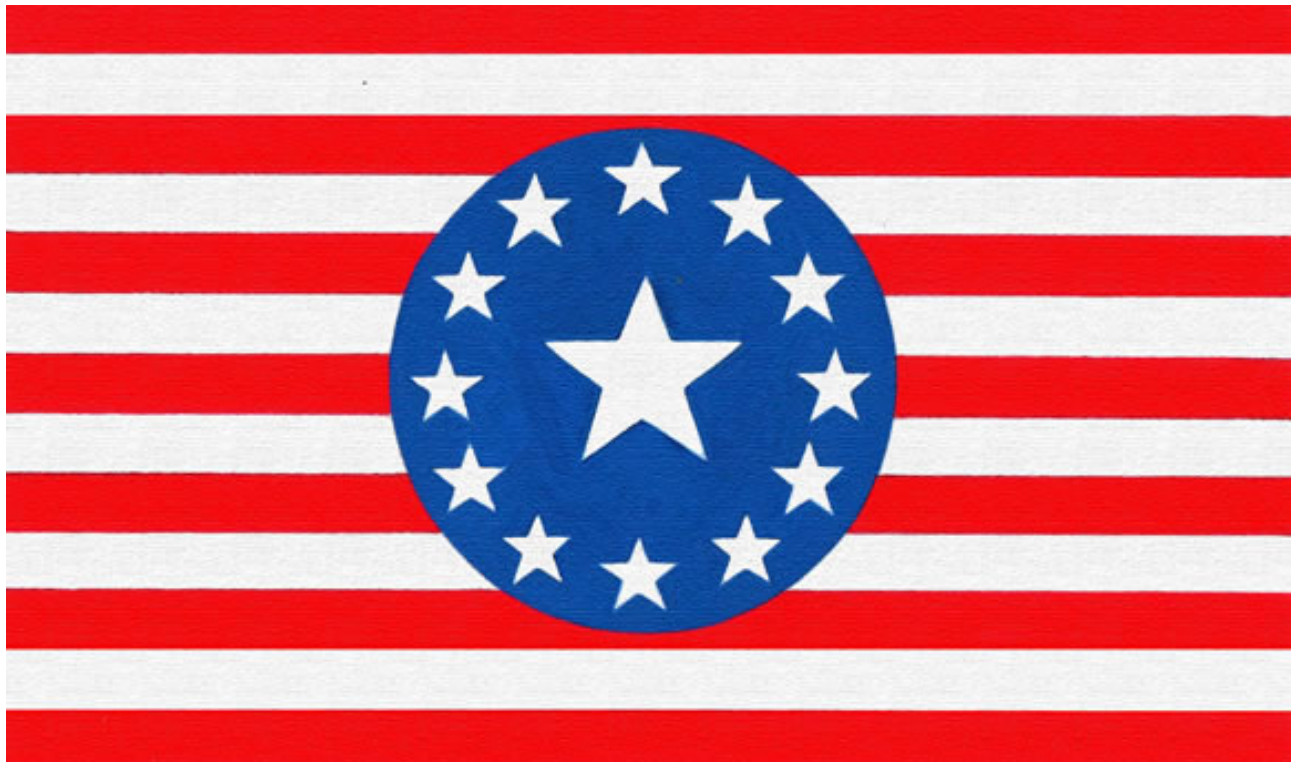




The logo features the words "DYSTOPIAN LEGIONS" in a bold, metallic, sans-serif font. "DYSTOPIAN" is smaller and positioned above "LEGIONS". The text is set against a circular gear-like background with a central sunburst. The entire logo is flanked by stylized, metallic wings. Below the logo, the words "COMMUNITY EDITION" are written in a smaller, brown, serif font.

COMMUNITY EDITION



Special Orders:

Evade Fire!

Command Point Cost: 3

Passes Required: 2

Issued in: Issued after a FSA Infantry Section is declared the Target of a Ranged Attack.

Order: An Infantry Section that is ordered to **Evade Fire!** may make an immediate D3+3" Move before any dice are rolled. Ranges for the attack use the positions of the models after they **Evade Fire!** Models in a Section that has been Ordered to **Evade Fire!** must maintain coherency.

Changelog:

V1 to V2:

-Increase Orlington Grenade Launcher RAD to 5 at ER

- Gave Orders to Major Beauregard
- Updated IAD and Ironclad Armor
- Updated officer and character slots

V2 to V3:

- Removed Heavy Treadbikes
- Moved Pioneer to Support slot, decreased it's armor and speed and adjusted power for mobile artillery
- Added "Rolling Thunder" Heavy Ironclad from WWX model
- Updated Field Gun, increased unit size and lowered cost. Decreased RAD and added Blast.
- Simplified Officer Ranks from 5 down to 3
- Changed Dr Orlingtons escorts. Removed Specialist option and gave new MAR improving Winchester carbines.
- Changed Snub Gatlings from 12" range to standard ER/LR 8/16"
- Major Beauregard changed to 200 points and Command Section to Armored Infantry
- Added Anti Tank Grenades

V3 to V4

- Increased M3 Rocket Launcher RAD to Red
- Removed Command Ranges. Will be incorporated in the Rulebook
- Moved Infantry Officer Order to Faction Special Order. And reworded to make it easier to understand.
- Gave Infantry Officer a new Order

FEDERATED STATES OF AMERICA OFFICERS AND CHARACTERS SECTION

FEDERATED STATES OF AMERICA OFFICER

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Officer	<i>Infantry Officer</i>	6"	4	3	3 [BLUE]	Model 4 Revolver	Officer
Forward Observer	<i>Infantry</i>	6"	3	1	2 [BLACK]	Smoke Bombardment Model 4 Revolver	Spotter

SECTION SIZE

- The Officer Section contains **1 Officer**.
- **0-5 Federal Infantrymen** (*See the relevant entry for Points Costs and Basic Equipment*)

COMMAND CAPABILITY AND MODEL COST

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	POINTS
Lieutenant	4	75
Captain	5	100
Major	6	125

FEDERATED STATES ORDERS

In addition to the Standard Orders all Infantry Officers in this ORBAT have access to the two Orders listed below:

<p>Fight Harder or Say Hello to Louise! Command Point Cost: 1 Passes Required: 1 Issued in: Issued after a Section fails a Morale Test. Order: A Section may re-roll the test. If passed remove all Shaken Markers from the Section, if failed the Section gains an additional Shaken Marker.</p>
<p>Jody Call Command Point Cost: 3 Passes Required: 2 Issued in: The beginning of a Sections Movement Segment. Order: If the Infantry Section makes an Advance movement action it may increase the distance moved by up to half its MV.</p>

SECTION UPGRADES

NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	A Forward Observer may be added to this Section for +35 Points .
Section Weapons	This Section may be upgraded to have 1 satchels of Anti-Tank Grenades at +5 Points each.
Field Equipment	This Section may be upgraded to have: Flashbangs for +2 Points per model. The Officer may replace their Revolver with an Simpsons Trench Broom for +10 Points
Transport	A Patriot Armoured Carrier may be added to the Section.

TREADBIKE OFFICER

This Section occupies the Officers Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Treadbike Officer	<i>Cavalry Officer</i>	10"	4	3	5 [BLUE]	Mounted LMG [F-90°], Model 4 Revolver	Elusive Target

SECTION SIZE

- The Officer Section contains **1 Treadbike Officer**.
- **0-3 Treadbikes.** (See the relevant entry for Points Costs and Basic Equipment)

COMMAND CAPABILITY AND MODEL COST

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	POINTS
Lieutenant	4	150
Captain	5	175
Major	6	200

ORDERS

In addition to the Standard Orders, all Treadbike Officers in this ORBAT have access to the Order listed below:

<p>Follow me men! Command Point Cost: 2 Passes Required: 2 Issued in: Issued at the beginning of a Treadbike Sections Movement Segment. Order: If Successful the Section counts as having Infantry for the purposes of Movement Restrictions in Area Terrain, each Cavalry model counts as taking up a space equal to a Capacity of '4' (see Terrain Chapter for rules on Capacity).</p>

<u>SECTION UPGRADES</u>	
NCOs	<i>See relevant Treadbike Section of the ORBAT</i>
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	
Transport	

DOCTOR SAMUEL ORLINGTON

This Section occupies the Characters Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Doctor Orlington	<i>Infantry</i>	6"	4	3	4 [BLACK]	Snub Gatling (x2)	Dual Wielding NCO (2) Orlingtons Improvements Unique
Crook the Buzzard	<i>Jetpack</i>	12"	-	-	-	-	Non-Combatant, Perfect Recon, Spotter, Unique

SECTION SIZE

- 1 Doctor Orlington
- 0-1 Crook the Buzzard
- 0-5 Federal Infantrymen (*See the relevant entry for Points Costs and Basic Equipment*)

MODEL COST

- Doctor Samuel Orlington costs 120 Points.
- 0-1 Crook the Buzzard costs +30 Points

<u>SECTION UPGRADES</u>	
NCOs	None – <i>Orlington's ego will not suffer the competition!</i>
Specialists	1 Federal Infantryman may be upgraded to a Scout for +10 Points. See the Wilderness Section entry for details. 1 Federal Infantryman may be upgraded to a Hunter for +10 Points. See the Wilderness Section entry for details.
Gun Teams	None
Section Attachments	In addition to the Section's complement of Federal Infantrymen, a single Forward Observer may be added for +25 Points
Section Weapons	This Section may be upgraded to have 1-2 satchels of Anti-Tank Grenades at +5 Points each..
Field Equipment	This Section may be upgraded to have Flashbangs for an additional +2 points per model.
Transport	1 Patriot Armoured Carrier may be added to the Section.

Perfect Recon: After deployment has been completed Orlington can re-deploy D3 Infantry Sections.
Orlingtons Improvements: Orlington has provided his soldiers Winchester carbines with experimental actions. The section is able to Reroll all failed Hits with their Winchester Carbines.

MAJOR BEAUREGARD & CLOCKODILE

This Section occupies the Officers or the Character Section in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Major Beauregard	<i>Infantry Officer</i>	6"	4	4	3 [BLUE]	Model 4 Revolver	Officer, Unique
Clock-O-Dile	<i>Infantry</i>	2D6"	5	2	6 [RED]	-	Daunting, Unique

SECTION SIZE

- 1 Major Beauregard
- 1 Clock-O-Dile
- 0-4 Armoured Infantrymen (See the relevant entry for Basic Equipment)

MODEL COST

- Major Beauregard and the Clockodile cost **200 Points**.
- Armoured Infantrymen cost **40 points each**.

COMMAND CAPABILITY

Beauregard has the following Command Capabilities:

RANK	COMMAND POINTS
Major	6

ORDERS

In addition to the Standard Orders Major Beauregard has access to the Orders listed below:

<p>Fight Harder or Say Hello to Louise! Command Point Cost: 1 Passes Required: 1 Issued in: Issued after a Section fails a Morale Test. Order: A Section may re-roll the test. If passed remove all Shaken Markers from the Section, if failed the Section gains an additional Shaken Marker.</p>
<p>?Name?! Command Point Cost: 3 Passes Required: 2 Issued in: Issued at the beginning of an Infantry Sections shooting action. Order: The Section completes it's Shooting Action as <i>Placed Shots</i> then gains a Hit the Deck Marker.</p>

<u>SECTION UPGRADES</u>	
NCOs	1 Armoured Infantryman may be upgraded to be an Armoured Infantry Staff Sergeant for an additional +10 points
Specialists	Up to 2 Armoured Infantryman may be upgraded to an Armoured Infantryman Specialist armed with an M3 Rocket Launcher for +10 Points each.
Gun Teams	None
Section Attachments	
Section Weapons	
Field Equipment	
Transport	The Section may NOT use Transports, as the Clock-O-dile is too big to fit inside..... <i>besides, folks ain't keen to sit next to him!</i>

FEDERATED STATES OF AMERICA

LINE INFANTRY SECTIONS

INFANTRY BATTLE SECTION

These Sections may occupy the Line Section 1, 2 and 3 in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Federal Infantryman	<i>Infantry</i>	6"	3	1	2 [BLACK]	Winchester Carbine	-
Federal Infantry Specialist	<i>Infantry</i>	6"	3	1	2 [BLACK]	Orlington Light Grenade Launcher	-
Federal Infantry Sergeant	<i>Infantry</i>	6"	3	2	3 [BLUE]	Model 4 Revolver	NCO (1)
Federal Infantry Staff Sergeant	<i>Infantry</i>	6"	4	3	4 [BLUE]	Model 4 Revolver	NCO (2)
Gun Team	<i>Infantry</i>	6"	3	2	2 [BLACK]	Twin Gatling Gun (F-180°)	Cumbersome, Move or Fire
Forward Observer	<i>Infantry</i>	6"	3	1	2 [BLACK]	Smoke Bombardment Model 4 Revolver	Spotter

SECTION SIZE

- The Battle Section must contain between **6-10** Federal Infantrymen.

MODEL COST

- Each Infantryman costs **25 Points**.

<u>SECTION UPGRADES</u>	
NCOs	1 Federal Infantryman may be upgraded to be an NCO chosen from the following: A Federal Infantryman Sergeant for an additional +5 Points A Federal Infantry Staff Sergeant for an additional +20 Points
Specialists	1 Federal Infantryman may be upgraded to a Federal Infantryman Specialist armed with an Orlington Light Grenade Launcher for +10 Points : 1 Federal Infantryman may be upgraded to a Scout for +10 Points . See the Wilderness Section entry for details. 1 Federal Infantryman may be upgraded to a Hunter for +10 Points . See the Wilderness Section entry for details.
Gun Teams	2 Federal Infantryman may be upgraded to form a Gun Team for +10 Points : These Infantryman both exchange their Winchester Repeating Carbines for a single Twin Gatling Gun Heavy Machine-Gun.
Section Attachments	In addition to the Section's complement of Federal Infantrymen, a single Forward Observer may be added for +20 Points
Section Weapons	This Section may be upgraded to have 1 satchels of Anti-Tank Grenades at +5 Points .
Field Equipment	This Section may be upgraded to have Flashbangs for an additional +2 points per model.
Transport	1 Patriot Armoured Carriers may be added to this Section.

LINE INFANTRY ASSAULT SECTION

These Sections may occupy the Line Section 2 and 3 in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Federal Assault Infantryman	<i>Infantry</i>	6"	3	1	2 [BLACK]	Winchester Carbine	Flashbangs
Federal Infantry Specialist	<i>Infantry</i>	6"	3	1	2 [BLACK]	Orlington Light Grenade Launcher	Flashbangs
Federal Infantry Assault Sergeant	<i>Infantry</i>	6"	3	2	3 [BLUE]	Model 4 Revolver	NCO (1) Flashbangs
Federal Infantry Assault Staff Sergeant	<i>Infantry</i>	6"	4	2	4 [BLUE]	Model 4 Revolver	NCO (2) Flashbangs

SECTION SIZE

- The Battle Section must contain between **6-10** Federal Assault Infantrymen.

MODEL COST

- Each Infantryman costs **25 Points**.

<u>UPGRADES</u>	
NCOs	1 Federal Infantryman may be upgraded to be an NCO chosen from the following: A Federal Infantryman Sergeant for an additional +5 Points A Federal Infantry Staff Sergeant for an additional +20 Points
Specialists	Up to 3 Federal Infantryman may be upgraded to a Federal Infantryman Specialist armed with an Orlington Light Grenade Launcher for +10 Points each. 1 Federal Infantryman may be upgraded to a Scout for +10 Points . See the Wilderness Section entry for details.
Gun Teams	None
Section Attachments	None
Section Weapons	This Section may be upgraded to have 1-3 satchels of Anti-Tank Grenades at +5 Points each.
Field Equipment	None
Transport	1 Patriot Armoured Carriers may be added to this Section.

LINE INFANTRY HMG SECTION

These Sections may occupy the Line Section 2 and 3 in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Federal Infantryman	<i>Infantry</i>	6"	3	1	2 [BLACK]	Winchester Repeating Carbine	-
Federal Infantry Sergeant	<i>Infantry</i>	6"	3	2	3 [BLUE]	Model 4 Revolver	NCO (1)
Gun Team	<i>Infantry</i>	6"	3	2	2 [BLACK]	Twin Gatling Gun (F-180°)	Cumbersome, Move or Fire

SECTION SIZE

- The Battle Section may contain between **6-10** Federal Infantrymen.

MODEL COST

- Each Infantryman costs **25 Points**.

<u>UPGRADES</u>	
NCOs	1 Federal Infantryman may be upgraded to be a Federal Infantryman Sergeant for an additional +5 Points
Specialists	Up to 2 Federal Infantryman may be upgraded to be Hunters for +25 Points each. See the Wilderness Section entry for details.
Gun Teams	2 Federal Infantryman may be upgraded to form a Gun Team for +10 Points : These Infantryman both exchange their Winchester Repeating Carbines for a single Twin Gatling Gun Heavy Machine-Gun. 2 Federal Infantryman may be upgraded to form a second Gun Team for +10 Points : These Infantryman both exchange their Winchester Repeating Carbines for a single Twin Gatling Gun Heavy Machine-Gun.
Section Attachments	None
Section Weapons	
Field Equipment	
Transport	1 Patriot Armoured Carriers may be added to this Section.

ARMoured INFANTRY COMBAT SECTION

This Section may occupy the Line Section 1, 2 and 3 in the Platoon Structure, and may form Fire Teams.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Armoured Infantry	<i>Infantry</i>	5"	5	1	3 [BLUE]	Assault Carbine	Flashbangs, Tank Mines-
Armoured Infantry Specialist	<i>Infantry</i>	5"	5	1	3 [BLUE]	M3 Rocket Launcher	Flashbangs, Tank Mines-
Armoured Infantry Staff Sergeant	<i>Infantry</i>	5"	5	2	3 [RED]	Thunderbolt AT Pistol	NCO (2), Flashbangs, Tank Mines

SECTION SIZE

- The Battle Section may contain between **5-10** Armoured Infantrymen.

MODEL COST

- Each Armoured Infantryman costs **40 Points**.

<u>UPGRADES</u>	
NCOs	1 Armoured Infantryman may be upgraded to be an Armoured Infantry Staff Sergeant for an additional +10 points
Specialists	Up to 2 Armoured Infantryman may be upgraded to an Armoured Infantryman Specialist armed with an M3 Rocket Launcher for +10 Points each.
Gun Teams	None
Section Attachments	None
Section Weapons	1-2 Anti-tank Grenades may be added to the Section for +5 Points each.
Field Equipment	None
Transport	1-2 Patriot Armoured Carriers may be added to this Section

FEDERATED STATES OF AMERICA

ELITES SECTION

WILDERNESS COMBAT SECTION

These Sections occupy the Elite Sections in the Platoon Structure, and may form Fire Teams, no Fire Team or left over Section may be fewer than 4 models.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Hunter	<i>Infantry</i>	6"	4	2	2 [BLACK]	Hunting Rifle, Model 4 Revolver	Scouting
Scout	<i>Infantry</i>	7"	4	2	3 [BLUE]	Model 4 Revolver	Scouting, Stealthy
Timberwolf	<i>Infantry</i>	8"	4	1	4 [BLUE]	-	Daunting, Scouting, Stealthy

SECTION SIZE

A Wilderness Combat Section must contain at least 4 models, and may contain the following:

- 0-3 Buffalo Hunters
- 0-3 Scouts
- 0-2 Timberwolves

MODEL COST

- Each Hunter costs 50 Points.
- Each Scout costs 50 Points.
- Each Timberwolf costs 30 Points.

<u>UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Section Weapons	
Field Equipment	Hunters and Scouts may be equipped with a Single Bear Trap token each for an additional +10 points each. Bear Traps may not be taken by members of the Wilderness Section acting as Attachments to other Sections.
Transport	

AIR CAVALRY ASSAULT SECTION

These Sections occupy the Elite Sections in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Air Cavalryman	<i>Jetpack</i>	10"	3	2	3 [BLUE]	2x Model 4 Revolvers	Dual Wielding, Elusive Target, Run and Gun
Gunslinger Specialist	<i>Jetpack</i>	10"	3	2	3 [BLUE]	Model 4 Revolver, "Thunderbolt" AT pistol	Dual Wielding, Elusive Target, Run and Gun, Lucky (3)
Air Cavalryman Sergeant	<i>Jetpack</i>	10"	3	2	3 [BLUE]	2x Model 4 Revolvers	Dual Wielding, Elusive Target, Run and Gun, NCO (1)

SECTION SIZE

- The Air Cavalry Assault Section may contain between **3 to 5** Troopers.

MODEL COST

- Each Trooper costs **35 Points**.

MARS:

From the Skies!

The Section has the ability to enter battle from airships above.

The section is placed in Reserves during Deployment following the Strategic Forces Stage.

During the Late Arrivals segment of the turn the Section is scheduled to arrive it may be deployed following these rules. When deploying the Section a player can elect to place a Random Determination Template anywhere on the table and then scatter it **2D6**". This becomes the battlefield location from which the Section can land.

The section may activate normally this turn but may not make a Charge move.

UPGRADES

NCOs	1 Air Cavalryman may be upgraded to be an Air Cavalryman Sergeant for and additional +10 points
Specialists	1 Air Cavalryman may be upgraded to a Gunslinger Specialist for +10 Points : Each Gunslinger Specialist MUST replace ONE of their Model 4 Revolvers with a Thunderbolt Pistol.
Gun Teams	None
Section Attachments	
Section Weapons	
Field Equipment	
Transport	The Section may gain the From the Skies! MAR for +40 points

TREADBIKE ASSAULT SECTION

These Sections occupy the Elite Sections in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Treadbike	<i>Cavalry</i>	10"	4	2	3 [BLUE]	Twin MG [Fore 90], Model 4 Revolver	Elusive Target
Treadbike Sergeant	<i>Cavalry</i>	10"	4	2	4 [BLUE]	Twin MG [Fore 90], Model 4 Revolver	Elusive Target, NCO (1)

SECTION SIZE

- A Treadbike Assault Section may contain between **2 to 4** Treadbikes.

MODEL COST

- Each Treadbike costs **80 Points**.

<u>UPGRADES</u>	
NCOs	1 Treadbike may be upgraded to be a Treadbike Sergeant for and additional +10 points
Specialists	None
Gun Teams	None
Section Attachments	None
Section Weapons	None
Field Equipment	The Treadbike Sergeant may upgrade his Model 4 Revolver to a Thunderbolt AT Pistol for +15 Points 1 Treadbike MUST be equipped with a Communications Backpack (they gain the <i>Spotter MAR</i>), for FREE
Transport	None

FEDERATED STATES OF AMERICA

SUPPORT SECTIONS

HEAVY MACHINEGUN SUPPORT SECTION

These Sections occupy the Support Sections in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Federal Infantryman	<i>Infantry</i>	6"	3	1	2 [BLACK]	Winchester Carbine	-
Federal Infantry Sergeant	<i>Infantry</i>	6"	3	2	3 [BLUE]	Model 4 Revolver	NCO (1)
Gun Team	<i>Infantry</i>	6"	3	2	2 [BLACK]	Twin Gatling Gun (F-180°)	Cumbersome, Move or Fire

SECTION SIZE

- The Battle Section may contain between 2-7 Federal Infantrymen.

MODEL COST

- Each Infantryman costs 25 Points.

<u>UPGRADES</u>	
NCOs	1 Federal Infantryman may be upgraded to be an NCO chosen from the following: A Federal Infantryman Sergeant for an additional +5 Points
Specialists	None
Gun Teams	2 Federal Infantryman must be upgraded to form a Gun Team for +10 Points: These Infantryman both exchange their Winchester Repeating Carbines for a single Twin Gatling Gun Heavy Machine-Gun. A Second 2 Federal Infantryman may be upgraded to form a Gun Team for +10 Points: These Infantryman both exchange their Winchester Repeating Carbines for a single Twin Gatling Gun Heavy Machine-Gun. A Third Infantryman may be upgraded to form a Gun Team for +10 Points: These Infantryman both exchange their Winchester Repeating Carbines for a single Twin Gatling Gun Heavy Machine-Gun.
Section Attachments	None
Section Weapons	None
Field Equipment	None
Transport	1 Patriot Armoured Carriers may be added to this Section

FIELD GUN SUPPORT SECTION

These Sections occupy the Support Sections in the Platoon Structure.

The Field Guns may be split into Fire Teams

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Field Gun	<i>Small Ironclad</i>	3"	4/3/3	+1	2	Hotchkiss Cannon (F-90°)	Move or Fire

SECTION SIZE

- The Field Gun Section contains **1-2** Hotchkiss Revolving Cannons

-

MODEL COST

- Each Field Gun costs **75 Points**.

-

<u>UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	None
Section Weapons	None
Field Equipment	The Field Guns may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and it's benefits are lost for the remainder of the game. The Emplacement upgrade costs +10 points .
Transport	1 Patriot Armoured Carrier may be added to the Section

PIONEER IRONCLAD ARTILLERY SECTION

This Section occupies the Support Section in the Platoon Structure.

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Pioneer	<i>Artillery Ironclad</i>	5"	7/6/4	+1	3	8" Howitzer [F]	NCO (1), Spotter

SECTION SIZE

- 1 Pioneer Ironclad.

MODEL COST

- Each Pioneer Ironclad costs **100 Points**.

<u>UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	None
Section Weapons	
Field Equipment	None
Transport	None

FEDERATED STATES OF AMERICA HEAVY IRONCLAD SECTIONS

"ROLLING THUNDER" HEAVY IRONCLAD SECTION

This Section occupies the Heavy Support Section in the Platoon Structure.

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
"Rolling Thunder"	<i>Heavy Ironclad</i>	6"	10/9/7	+2	4	8" Cannon [270 Fore] Rotary LMG [90 Fore] Rotary LMG [90 Rear] Rotary LMG [90 Left] Rotary LMG [90 Right]	NCO (1), Independent Firing

SECTION SIZE

- 1 "Rolling Thunder" Ironclad.

MODEL COST

- Each "Rolling Thunder" Ironclad costs **240 Points**.

<u>UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	None
Section Weapons	None
Field Equipment	None
Transport	None

Name	Ranges		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
8" Cannon	1-16"	17-32"	9 [RED]	6 [RED]	-	-	
.50 Cal MG	1-16"	17-24"	4 [BLUE]	2 [BLUE]	-	-	-

FEDERATED STATES OF AMERICA

TRANSPORTS SECTIONS

PATRIOT ARMoured CARRIER

NAME	TYPE	MV	ARMOUR RATING F/S/R	CR	HP	WEAPONS	MARS AND ABILITIES
Patriot Armoured Carrier	<i>Ironclad (Light)</i>	8"	7/6/5	+1	3	Orlington .70 Cal	Transport (6)

SECTION SIZE

- Patriot Armoured Carriers are purchased alongside another Section in the force as its Transport.

MODEL COST

- Each Patriot Armoured Carrier costs **70 Points**.

<u>UPGRADES</u>	
NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	None
Section Weapons	None
Field Equipment	None
Transport	None

FEDERATED STATES OF AMERICA WEAPONS TABLE							
Name	Ranges		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Model 4 Revolver	0-8"	9-16"	2 [BLUE]	1 [BLUE]	-	-	CQB Weapon, Small Arm
Thunderbolt AT Pistol	0-8"	9-16"	2 [BLUE]	1 [BLUE]	12 [BLACK]	-	CQB Weapon, Small Arm
Simpsons Trench Broom	1-8"	9-24"	4 [BLACK]	3 [BLACK]	-	-	Small Arm
Snub Gatling	0-8"	9-16"	4 [BLUE]	2 [BLUE]	-	-	Small Arm
Bear Trap	-	-	4 [RED]	-	-	-	Bear Trap
Smoke Bombardment	8-24"	-	-	-	-	-	Smoke Cloud (1)
Winchester Carbine	1-8"	9-24"	3 [BLACK]	2 [BLACK]	-	-	Small Arm
Assault Carbine	0-8"	9-24"	3 [BLUE]	2 [BLUE]	-	-	Small Arm
Hunting Rifle	1-16"	17-32"	5 [RED]	4 [RED]	4 [BLUE]	-	Sniper, Small Arm
Orlington Light Grenade Launcher (AP)	1-8"	9-24"	4 [BLACK]	4 [BLUE]	-	-	Small Arm,
Orlington Light Grenade Launcher (AP)	1-16"	17-24"	-	-	8 [BLUE]	6 [BLUE]	Small Arm
M3 Rocket Launcher	1-16"	-	2 [RED]	-	8 [RED]	-	-
Anti-Tank Grenades	0-3"	-	-	-	8 [RED]	-	-
Mortar Strike	17-48"	-	9 [RED]	-	6 [BLUE]	-	IDF Weapon Suppression
Twin Mounted LMGs	0-16"	17-24"	4 [BLUE]	3 [BLUE]	-	-	Rapid Fire (2), Small Arm
Hotchkiss Cannon	1-16"	17-32"	5 [BLUE]	4 [BLUE]	9 [BLUE]	7 [BLUE]	Rapid Fire (3)
Twin Gatling	1-24"	25-32"	5	4	8[BLACK]	-	Rapid Fire (2)

Gun				[BLUE]	[BLUE]			
8" Howitzer (HE Shell)	8-16"	17-56"		8 [RED]	12 [RED]	8 [BLUE]	8 [BLUE]	IDF Weapon, Suppression
Orlington .70cal	1-16"	17- 24"		4 [BLUE]	3 [BLUE]	8 [BLUE]		Rapid Fire (2)

Bear Trap: Placing a Bear Trap token counts as a Firing Action, and as such may not be done if the Section has made an At the Double Move or is otherwise restricted from making a Firing Action. Bear Traps tokens are placed within 2" of the model deploying them.

If any Infantry model bar one that belongs to the Wilderness Section moves within 4" of a Bear Trap token the FSA player may roll 1 [BLACK] Dice. On a 4, 5, or 6 the model, and the Section they belong to have triggered a concealed Bear Trap. Roll for damage. If a Section loses a LP as a result of a Bear Trap, they must halt their movement, and may move no further. An Ironclad model driving over a Bear Trap token, removes the Token from the table with no effect.

A 'Make That Safe' Order may be given to a model/section within 5" of a Bear Trap token. A successful Order will remove the token from the board for no effect.