

## COURONNE FLEET CARRIER v0.04



ALLIANCE, FRENCH, FLEET CARRIER,  
FLAGSHIP, COURONNE CLASS

HEAVY GUN BATTERY GUNNERY

HEAVY BROADSIDE FUSILLADE

TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.

TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	8(4)	10(5)	6(3)
P & S	10(7)	6(3)	-(-)
F/P/A	5(2)	5(3)	5(3)
F/S/A	5(2)	5(3)	5(3)



### SPECIAL RULES

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**SRS CAPACITY 8** Each Model in this Unit may launch 8 SRS Tokens each Round.

**LAUNCH CATAPULTS** SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 23" rather than the usual 20".

## COURONNE FLEET CARRIER v0.04



ALLIANCE, FRENCH, FLEET CARRIER,  
FLAGSHIP, COURONNE CLASS

HEAVY GUN BATTERY GUNNERY

HEAVY BROADSIDE FUSILLADE

TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.

TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	5(2)	6(3)	4(2)
P & S	6(3)	4(2)	-(-)
F/P/A	3(-)	3(2)	3(2)
F/S/A	3(-)	3(2)	3(2)



### SPECIAL RULES

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**SRS CAPACITY 4** Each Model in this Unit may launch 4 SRS Tokens each Round.

**LAUNCH CATAPULTS** SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 23" rather than the usual 20".

## MINERVA ASSAULT CARRIER v0.04



ALLIANCE, ITALIAN, ASSAULT  
CARRIER, FLAGSHIP, MINERVA CLASS

ROCKET BATTERY AERIAL

FIRE ARC F/P POINT BLANK 6(2) CLOSING 6(3) LONG 6(3)

ROCKET BATTERY AERIAL

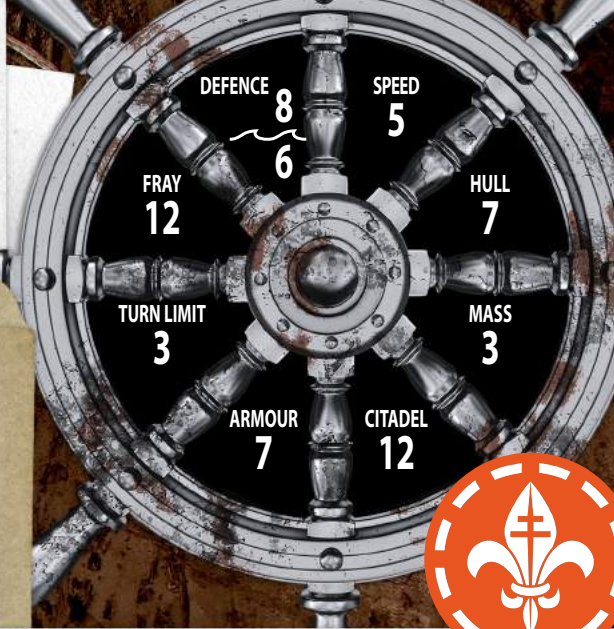
FIRE ARC A/P POINT BLANK 6(2) CLOSING 6(3) LONG 6(3)

BROADSIDE FUSILLADE

FIRE ARC P & S POINT BLANK 6(4) CLOSING 4(3) LONG -(-)

TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC F POINT BLANK 7(2) CLOSING 7(5) LONG 6(4)



### SPECIAL RULES

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**SRS CAPACITY 5** Each Model in this Unit may launch 5 SRS Tokens each Round.

**ADVANCED REPAIR FACILITIES (3)** This Unit may add three additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.

## MINERVA ASSAULT CARRIER v0.04



ALLIANCE, ITALIAN, ASSAULT  
CARRIER, FLAGSHIP, MINERVA CLASS

ROCKET BATTERY AERIAL

FIRE ARC F/P POINT BLANK 4(-) CLOSING 4(2) LONG 4(2)

ROCKET BATTERY AERIAL

FIRE ARC A/P POINT BLANK 4(-) CLOSING 4(2) LONG 4(2)

BROADSIDE FUSILLADE

FIRE ARC P & S POINT BLANK 4(2) CLOSING 2(1) LONG -(-)

TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC F POINT BLANK 5(-) CLOSING 5(3) LONG 4(3)



### SPECIAL RULES

**COMBAT AIR PATROL** Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**SRS CAPACITY 3** Each Model in this Unit may launch 3 SRS Tokens each Round.

**ADVANCED REPAIR FACILITIES (3)** This Unit may add three additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.

## MARS HEAVY BATTLESHIP v0.04



ALLIANCE, ITALIAN, HEAVY  
BATTLESHIP, FLAGSHIP, MARS CLASS

HEAVY PROW RAM RAMMING 12, PIERCING

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY BROADSIDE FUSILLADE

TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)
F/P/S	8(4)	10(5)	6(3)
F/P/A	8(4)	10(5)	6(3)
F/S/A	8(4)	10(5)	6(3)
P & S	10(7)	6(3)	-(-)
F	7(2)	7(5)	6(4)



### SPECIAL RULES

**ADVANCED REPAIR FACILITIES (1)** This Unit may add one additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

## MARS HEAVY BATTLESHIP v0.04



ALLIANCE, ITALIAN, HEAVY  
BATTLESHIP, FLAGSHIP, MARS CLASS

HEAVY PROW RAM RAMMING 12, PIERCING

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

HEAVY BROADSIDE FUSILLADE

TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)
F/P/S	5(2)	6(3)	4(2)
F/P/A	5(2)	6(3)	4(2)
F/S/A	5(2)	6(3)	4(2)
P & S	6(3)	4(2)	-(-)
F	5(-)	5(3)	4(3)



### SPECIAL RULES

**ADVANCED REPAIR FACILITIES (1)** This Unit may add one additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

## ORIFLAMME BATTLECRUISER v0.04



ALLIANCE, FRENCH, BATTLECRUISER,  
FLAGSHIP, ORIFLAMME CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY GUN BATTERY GUNNERY	F/P/S	8(4)	10(5)	6(3)
GUN BATTERY GUNNERY	F/P	3(2)	5(3)	-(-)
GUN BATTERY GUNNERY	F/S	3(2)	5(3)	-(-)
HEAVY GUN BATTERY GUNNERY	A/P/S	8(4)	10(5)	6(3)
HEAVY BROADSIDE FUSILLADE	P & S	10(7)	6(3)	-(-)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/P/A	5(2)	5(3)	5(3)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/S/A	5(2)	5(3)	5(3)



### SPECIAL RULES

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**INTERNAL SOLEX GENERATOR** This Unit is equipped with an internal Solex Generator. It may not be upgraded or replaced. A model with this Generator adds +1 to its Speed Attribute. Furthermore, this Generator gives the Sustained Quality to any Heat Lance or Heat Lancette weapons used by a Model within 5" of this Model.

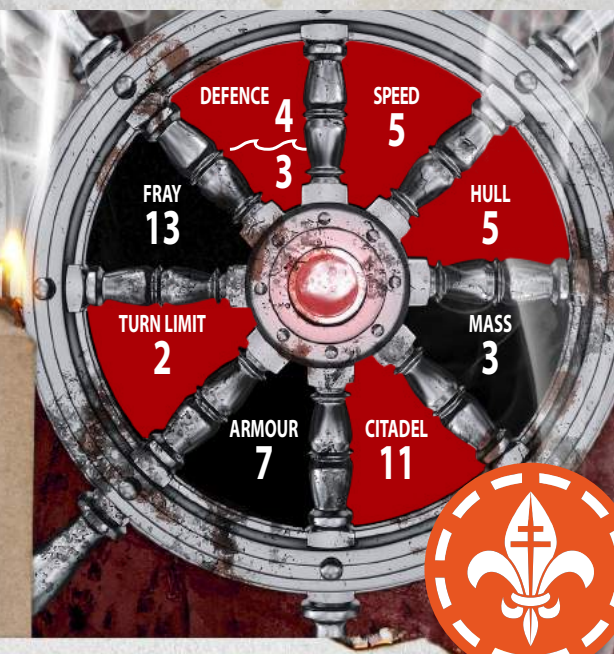
**MARITIME PATROL** Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one SRS token friendly to this unit within 5".

## ORIFLAMME BATTLECRUISER v0.04



ALLIANCE, FRENCH, BATTLECRUISER,  
FLAGSHIP, ORIFLAMME CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY GUN BATTERY GUNNERY	F/P/S	5(2)	6(3)	4(2)
GUN BATTERY GUNNERY	F/P	2(1)	3(2)	-(-)
GUN BATTERY GUNNERY	F/S	2(1)	3(2)	-(-)
HEAVY GUN BATTERY GUNNERY	A/P/S	5(2)	6(3)	4(2)
HEAVY BROADSIDE FUSILLADE	P & S	6(3)	4(2)	-(-)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/P/A	3(-)	3(2)	3(2)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/S/A	3(-)	3(2)	3(2)



### SPECIAL RULES

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**INTERNAL SOLEX GENERATOR** This Unit is equipped with an internal Solex Generator. It may not be upgraded or replaced. A model with this Generator adds +1 to its Speed Attribute. Furthermore, this Generator gives the Sustained Quality to any Heat Lance or Heat Lancette weapons used by a Model within 5" of this Model.

**MARITIME PATROL** Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one SRS token friendly to this unit within 5".

## CHEVALIER CRUISER v0.04



ALLIANCE, FRENCH, CRUISER,  
CHEVALIER CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY GUN BATTERY GUNNERY	F/P/S	8(4)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	F/P/S	8(4)	10(5)	6(3)
BROADSIDE FUSILLADE	P & S	6(4)	4(3)	-(-)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/P/A	5(2)	5(3)	5(3)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/S/A	5(2)	5(3)	5(3)



### SPECIAL RULES

**COORDINATED SUPPORT** This Model may add +3 to its Aerial and Submerged Defences if it is within 10" of one or more friendly Units with the Flagship trait.

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

## CHEVALIER CRUISER v0.04



ALLIANCE, FRENCH, CRUISER,  
CHEVALIER CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY GUN BATTERY GUNNERY	F/P/S	5(2)	6(3)	4(2)
HEAVY GUN BATTERY GUNNERY	F/P/S	5(2)	6(3)	4(2)
BROADSIDE FUSILLADE	P & S	4(2)	2(1)	-(-)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/P/A	3(-)	3(2)	3(2)
TORPEDO TURRET SUBMERGED, TORPEDO, EXT. RNG.	F/S/A	3(-)	3(2)	3(2)



### SPECIAL RULES

**COORDINATED SUPPORT** This Model may add +3 to its Aerial and Submerged Defences if it is within 10" of one or more friendly Units with the Flagship trait.

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

# ECUYERE FRIGATE v0.04



ALLIANCE, FRENCH, FRIGATE,  
ECUYERE CLASS



GUN BATTERY GUNNERY  
LIGHT BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)
P & S	5(3)	4(2)	-(-)

## SPECIAL RULES

**COORDINATED SUPPORT** This Model may add +3 to its Aerial and Submerged Defences if it is within 10" of one or more friendly Units with the Flagship trait.

**DEFENSIVE PILOTS** Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

**REINFORCED WATERLINE** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule

**GIANT SLAYER** Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

