





# Vauban Skimming Dreadnought




Large Multi-Theatre Model		VP	18			
Point Value		350	Act Def 8			
Squadron Size		1	Pass Def 6			
Move	DR	HP	CP			
6"	9	12	12			
Weapon		Arc	MAR	PB	EF	LR
Standard BroadSides		P/S	Massed Fire	10	6	4
Standard Turret Battery		360°		20	16	9
Rocket Battery		360°	Corrosive		11	11
Bombers		360°	Hunter (Non-Aerial)	6	6	-
Fighters		360°	Hunter (Aerial)	5	5	-
MARs		Cloud Generator, Elite Crew, Security Posts (2)				
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets				


 Charlemagne Dreadnought 							
Large Naval Model			VP	16			
Point Value		325	Act Def	5			
Squadron Size		1	Pass Def	5			
Move	DR	HP	CP				
6"	10	10	10				
Weapon		Arc	MAR		PB	EF	LR
Heat Lance BroadSides		P/S	Lethal, Punishing		16	8	-
Standard BroadSides		P/S			10	6	4
Gunnery Turrets		F/P/S	Corrosive		11	8	5
Gunnery Turrets		A/P/S	Corrosive		11	8	5
Rocket Battery		360°			9	9	9
MARs	Cloud Generator, Elite Crew, Squadron Support (Bayone Escorts, 0-3)						
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets						




# Saint-Malo Heavy Battleship




Large Naval Model		VP	10
Point Value		250	Act Def
Squadron Size		1	Pass Def
Move	DR	HP	CP
6"	8	9	7
Weapon		Arc	MAR
PB	EF	LR	
<i>Standard</i> <b>Broadsides</b>	P/S		12
			9
			6
<i>Bombard</i> <b>Battery</b>	F	<i>Corrosive, Indirect Fire</i>	-
			15
			15
<i>Standard</i> <b>Turret Battery</b>	F/P/S		17
			12
			8
MARs	Cloud Generator, Combat Deployment (Moustique, 6), Minelayer, Squadron Support (Bayone)		
Special Rules	<b>Heavy Anti-Aircraft Fire:</b> Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets		




La Rochelle Skimming Heavy Battleship




Large Multi-Theatre Model		VP	10				
Point Value		245	Act Def	6			
Squadron Size		1	Pass Def	4			
Move	DR	HP	CP				
7"	8	9	7				
Weapon		Arc	MAR	PB	EF	LR	
Gunnery BroadSides		P/S	Massed Fire	14	12	9	
Standard Battery		F		8	7	-	
Heat Lance Turret		F/P/S	Lethal, Punishing	14	12	-	
Heat Lance Turret		A/P/S	Lethal, Punishing	12	8	-	
MARs	Cloud Generator, Disruption Generator						
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets						







# Magenta Skimming Battleship






Large Multi-Theatre Model		VP	8			
Point Value		190	Act Def		6	
Squadron Size		1	Pass Def		3	
Move	DR	HP	CP			
8"	8	8	8			
Weapon		Arc	MAR		PB	EF
Gunnery BroadSides		P/S	Massed Fire	12	10	9
Torpedo Battery		F		10	8	7
Standard Turret		F/P/S	Lethal	9	8	6
Standard Turret		A/P/S	Lethal	9	8	6
MARs		Cloud Generator				
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					




		<h1>Gascony Mk.I Battleship</h1>						
Large Naval Model			VP		7			
Point Value		180	Act Def		6			
Squadron Size		1	Pass Def		3			
Move	DR	HP		CP				
8"	7	7		8				
Weapon		Arc		MAR		PB	EF	LR
Standard BroadSides		P/S		Massed Fire		9	7	4
Standard Turret Battery		A/P/S		Massed Fire		10	9	-
Torpedo Battery		F				9	8	5
Torpedo Turret		F/P/A				10	8	7
MARs		Cloud Generator						
Special Rules		Le Chasseur: During its activation this Model may gain either the Hunter (Submerged) MAR on all Torpedo Weapons OR the Hunter (Aerial) MAR on all Standard Weapons Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when						

		<h1>Gascony Mk.II Battleship</h1>						
Large Naval Model		VP		7				
Point Value		200		Act Def		5		
Squadron Size		1		Pass Def		2		
Move		DR		HP		CP		
8"		7		7		6		
Weapon		Arc		MAR		PB	EF	LR
Heat Lance BroadSides		P/S		Lethal, Punishing		8	5	-
Heat Lance Turret		F/P/S		Lethal, Punishing		12	10	-
Heat Lance Turret		F/P/S		Lethal, Punishing		10	5	-
Torpedo Battery		F				9	8	5
MARs		Cloud Generator						
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets						


<div> Couronne Assault Carrier </div>						
Large Naval Model		VP	7			
Point Value		155	Act Def	5		
Squadron Size		1	Pass Def	3		
Move	DR	HP	CP			
6"	7	7	6			
Weapon		Arc	MAR	PB	EF	LR
Standard BroadSides		P/S	Massed Fire	12	10	6
Heat Lance Fixed Weapon		F	Lethal, Punishing	16	8	-
Rocket Battery		360°		8	8	-
Bombers		360°	Hunter (Non-Aerial)	5	5	-
Fighters		360°	Hunter (Aerial)	6	6	-
MARs		Cloud Generator, Squadron Support (Bayone Escorts, 0-3)				
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets				










# Marans Bombardment Submarine




Large Naval Model		VP	7			
Point Value		170	Act Def 5			
Squadron Size		1	Pass Def 2			
Move	DR	HP	CP			
8"	7	7	6			
Weapon		Arc	MAR	PB	EF	LR
Bombard Battery		F/P/S	Corrosive, Indirect Fire	-	10	9
Bombard Battery		A/P/S	Corrosive, Indirect Fire	-	10	8
Torpedo Battery		F	Corrosive	9	9	9
MARs	Diving, Minelayer					
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					


		<h1>Cherbourg Battle Cruiser</h1>					
Medium Naval Model			VP		4		
Point Value		120	Act Def		5		
Squadron Size		1	Pass Def		4		
Move	DR	HP	CP				
10"	6	6	5				
Weapon		Arc	MAR		PB	EF	LR
Standard <b>Broadsides</b>		P/S	Massed Fire		9	8	6
Heat Lance <b>Battery</b>		F/P/S	Lethal, Punishing		17	7	-
Heat Lance <b>Turret</b>		A/P/S	Lethal, Punishing		8	5	-
MARs		Disruption Generator, Elite Crew, Squadron Support (Bayone Escorts, 0-3)					
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					



# Toulon Armoured Cruiser



Medium Naval Model		VP		4	
Point Value		95	Act Def		4
Squadron Size		1-3	Pass Def		2
Move	DR	HP	CP		
8"	6	5	5		




Weapon		Arc	MAR	PB	EF	LR
Standard BroadSides		P/S	Massed Fire	6	4	2
Heat Lance Turret		F/P/S	Lethal, Punishing	9	5	-

MARs


Special Rules

Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets









# Dieppe Cruiser




Medium Naval Model			VP	3		
Point Value		65	Act Def	4		
Squadron Size		2-3	Pass Def	2		
Move	DR	HP	CP			
8"	5	5	5			
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	Hunter (Aerial)	7	5	-
Torpedo Turret		F/P/S		7	6	4
MARs						
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets				

<div> <h1>Ecuyer Support Cruiser</h1> </div>									
Medium Naval Model			VP		4				
Point Value		100	Act Def		4				
Squadron Size		1-2	Pass Def		3				
Move	DR	HP	CP						
8"	6	5	3						
Weapon			Arc		MAR		PB	EF	LR
Standard <b>Broadsides</b>			P/S		Hunter (Aerial), Massed Fire		7	-	-
Standard <b>Turret</b>			F/P/S		Hunter (Aerial)		7	5	-
MARs									
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets							






# Royan Gunship




Medium Naval Model		VP	4
Point Value	90	Act Def	3
Squadron Size	1-3	Pass Def	2
Move	DR	HP	CP
8"	6	5	6

Weapon	Arc	MAR	PB	EF	LR
Standard <b>Broadsides</b>	P/S	Massed Fire	4	2	-
Standard <b>Turret</b>	F/P/S	Massed Fire	6	5	-


MARs	
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets



# Marseille Skimming Cruiser



Medium Multi-Theatre Model		VP	2
Point Value		65	Act Def 3
Squadron Size		2-3	Pass Def 1
Move	DR	HP	CP
10"	5	4	3






Weapon		Arc	MAR	PB	EF	LR
Standard BroadSides		P/S	Massed Fire	6	3	-
Gunnery Turret		F/P/S	Corrosive	6	5	-

MARs


Special Rules

Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets




				<h1>Epaulard Submarine</h1>									
Medium Naval Model				VP		2							
Point Value			50		Act Def		2						
Squadron Size			2-4		Pass Def		1						
Move		DR		HP		CP							
7"		4		4									
Weapon				Arc		MAR		PB		EF		LR	
Bombard Battery				360°		Corrosive, Indirect Fire		-		6		-	
MARs				Diving, Minelayer									
Special Rules				Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets									




Chevalier Heavy Destroyer							
Small Naval Model			VP	2			
Point Value		55	Act Def	2			
Squadron Size		2-4	Pass Def	1			
Move	DR	HP	CP				
9"	4	3	2				
Weapon		Arc	MAR		PB	EF	LR
Rocket Turret		360°	Corrosive, Hunter (Aerial)		6	6	-
							
MARs		Small Target					
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					


Alma Skimming Destroyer								
Small Multi-Theatre Model			VP		2			
Point Value		40	Act Def		1			
Squadron Size		2-4	Pass Def		0			
Move	DR	HP	CP					
12"	3	2	1					
Weapon		Arc	MAR			PB	EF	LR
Standard BroadSides		P/S	Massed Fire, Hunter (Aerial)			5	4	-
MARs		Small Target						
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets						



# Lyon Frigate






Small Naval Model		VP		1	
Point Value		25	Act Def		2
Squadron Size		2-4	Pass Def		0
Move	DR	HP	CP		
12"	3	2	1		




Weapon	Arc	MAR	PB	EF	LR
Standard BroadSides	P/S		3	-	-
Rocket Battery	F		4	2	-

MARs	Small Target
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets



		<h1>Requin Corvette</h1>						
Small Naval Model			VP		1			
Point Value		15	Act Def		2			
Squadron Size		3-5	Pass Def		0			
Move	DR	HP		CP				
15"	4	2		3				
Weapon			Arc	MAR		PB	EF	LR
MARs		Small Target						
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets						






# Bayone Escort










Small Naval Model		VP	1
Point Value	20	Act Def	2
Squadron Size	n/a	Pass Def	1
Move	DR	HP	CP
10"	3	2	1
Weapon		Arc	MAR
		PB	EF
		LR	
MARs	Escort, Small Target		
Special Rules	<b>Combat Deployment:</b> This Model may only be fielded as part of the <i>Combat Deployment</i> MAR <b>Heavy Anti-Aircraft Fire:</b> Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets		




		<h1>Moustique Submarine</h1>					
Small Naval Model		VP		½			
Point Value		n/a	Act Def	0			
Squadron Size		n/a	Pass Def	0			
Move	DR	HP	CP				
10"	2	1	1				
Weapon		Arc	MAR		PB	EF	LR
Torpedo Battery		F			3	-	-
MARs		Diving, Small Target					
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					




		<h1>Tourbillon Sky Fortress</h1>						
Large Aerial Model		VP		10				
Point Value		200		Act Def		6		
Squadron Size		1		Pass Def		3		
Move	DR	HP		CP				
6"	8	10		7				
Weapon		Arc		MAR		PB	EF	LR
Standard BroadSides		P/S		Massed Fire		17	13	9
Bombs		360°				10	-	-
Rocket Battery		360°				8	10	-
Bombers		360°		Hunter (Non-Aerial)		5	5	-
Fighters		360°		Hunter (Aerial)		6	6	-
MARs								
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets						






<div><div></div><div>Rousseau Heavy Bomber</div><div></div></div>								
Medium Aerial Model			VP		5			
Point Value		115	Act Def		5			
Squadron Size		1	Pass Def		2			
Move	DR	HP		CP				
10"	7	6		5				
Weapon		Arc	MAR			PB	EF	LR
Standard Fixed Weapon		F	Hunter (Aerial)			12	8	6
Bombs		360°	Corrosive, Hunter (Non-Aerial)			12	-	-
MARs		Drift (4")						
Special Rules		Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets						

<div>  <b>Furieux Scout Ship</b>  </div>						
Medium Aerial Model		VP	3			
Point Value		70	Act Def 5			
Squadron Size		2-3	Pass Def 1			
Move	DR	HP	CP			
9"	5	5	5			
Weapon		Arc	MAR	PB	EF	LR
<i>Standard BroadSides</i>		P/S	<i>Massed Fire</i>	7	6	4
Bombs		360°	<i>Hunter (Non-Aerial)</i>	6	-	-
MARs	<i>Minelayer</i>					
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					

<div>  <b>Voltaire Heavy Interceptor</b>  </div>						
Medium Aerial Model		VP	2			
Point Value		65	Act Def 4			
Squadron Size		2-3	Pass Def 1			
Move	DR	HP	CP			
10"	5	4	3			
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>	6	5	-
<i>Rocket Battery</i>		F	<i>Punishing</i>	6	5	-
MARs	<i>Drift (4")</i>					
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					

<div>  <b>Pascal Bomber</b>  </div>						
Medium Aerial Model		VP	2			
Point Value		65	Act Def 4			
Squadron Size		2-3	Pass Def 1			
Move	DR	HP	CP			
11"	5	4	3			
Weapon		Arc	MAR	PB	EF	LR
<i>Rocket Battery</i>		360°	<i>Corrosive</i>	7	6	-
Bombs		360°	<i>Corrosive</i>	8	-	-
MARs	<i>Drift (4")</i>					
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					

<div>  <b>Frelon Strike Bomber</b>  </div>						
Small Aerial Model		VP	1			
Point Value		25	Act Def 2			
Squadron Size		3-5	Pass Def 0			
Move	DR	HP	CP			
15"	4	2	1			
Weapon		Arc	MAR	PB	EF	LR
Bombs		360°	<i>Hunter (Sub-Surface)</i>	4	-	-
MARs	<i>Drift (4")</i> , <i>Small Target</i>					
Special Rules	Heavy Anti-Aircraft Fire: Republique of France Models may re-roll Initial results of a 1 when rolling Active Defense against Support Air Wings and Rockets					