



COLUMBIA

HEAVY BATTLESHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Columbia Class
- Susa



Flagship



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Broadside Fusillade, Broadside

Rocket Battery Aerial

Heavy Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	17	17	Citadel
ADV	6	5	ADV
SDV	5	4	SDV
Fray	14	13	Fray
Hull	10	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Conscripted Crew | Contra Rotation | Coordinated Support | Full Steam Ahead | Heavy Firepower | Rebel Yell



COURONNE

GRAND CARRIER



UNIT NAME:

TRAIT

- Paddlewheel
- Couronne Class
- French



Flagship



Surface Unit



Alliance

WEAPON

Heat Lance Hazard, Gunnery, Devastating

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Rolling Broadside Fusillade, Broadside, Sustained

Torpedo Turret Submerged, Torpedo, EXT. RNG.

Torpedo Turret Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	4	4	Mass
Speed	4	3	Speed
Turn Limit	2	2	Turn Limit
Armour	7	7	Armour
Citadel	15	14	Citadel
ADV	7	5	ADV
SDV	5	3	SDV
Fray	13	12	Fray
Hull	6	9	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(5)	3(3)	-(-)	4(4)	2(2)	-(-)
F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

CRIPPLED

SPECIAL RULES:

Combat Air Patrol | Coordinated Support | For Valour! | Fortunes Of War | Heavy Firepower | Malinois Strike Fighters | Maritime Patrol | Protected Gun Crews | Reinforced Waterline | SRS Capacity 10/6 | SRS Mine Clearance | SRS Recon



MAGENTA

LEVANT BATTLECRUISER



UNIT NAME:

TRAIT

- Magenta Class
- French



Flagship



Skimming Unit



Alliance

WEAPON

		FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Gun Battery	Gunnery	F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Heat Lance	Hazard, Gunnery, Devastating	F/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
Heat Lance	Hazard, Gunnery, Devastating	A/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
Heavy Rolling Broadside	Fusillade, Broadside, Sustained	P & S	6(5)	3(3)	-(-)	4(4)	2(2)	-(-)
Gun Battery	Gunnery	F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery	Gunnery	F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	7	Armour
Citadel	13	12	Citadel
ADV	4	3	ADV
SDV	5	4	SDV
Fray	7	7	Fray
Hull	7	4	Hull

HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED

SPECIAL RULES:

Agile | Coordinated Support | For Valour! | Heavy Firepower | Levant Surge



MARS

HEAVY BATTLESHIP



UNIT NAME:

TRAIT

- Mars Class
- Italian



Flagship



Surface Unit



Alliance

WEAPON

Heavy Prow Ram Ramming 10/8, Piercing

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	5	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	14	Citadel
ADV	7	5	ADV
SDV	6	4	SDV
Fray	13	12	Fray
Hull	9	4	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/A	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S/A	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

SPECIAL RULES:

Ablative Flank Armour | Advanced Repair Facilities (t) | Coordinated Support | For Valour! | Hammer Sweep | Heavy Firepower

CRIPPLED

CRIPPLED



MINERVA

ASSAULT CARRIER



UNIT NAME:

TRAIT

- Minerva Class
- Italian



Flagship



Surface Unit



Alliance

WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	4	4	Mass
Speed	5	4	Speed
Turn Limit	2	2	Turn Limit
Armour	8	7	Armour
Citadel	14	12	Citadel
ADV	8	5	ADV
SDV	6	4	SDV
Fray	12	11	Fray
Hull	7	7	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
360°	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
360°	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Advanced Repair Facilities (3) | Combat Air Patrol | Coordinated Support | For Valour! | Heavy Firepower | Malinois Strike Fighters | SRS Mine Clearance | SRS Recon | SRS Capacity 8/4



ORIFLAMME

GRAND BATTLECRUISER



UNIT NAME:

TRAIT

- Oriflamme Class
- French



Flagship



Surface Unit



Alliance

WEAPON

Heat Lance Hazard, Gunnery, Devastating

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Rolling Broadside Fusillade, Broadside, Sustained

Torpedo Turret Submerged, Torpedo, EXT. RNG.

Torpedo Turret Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	13	12	Fray
Hull	7	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(5)	3(3)	-(-)	4(4)	2(2)	-(-)
F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

CRIPPLED

SPECIAL RULES:

Coordinated Support | For Valour! | Heavy Firepower | Maritime Patrol | Protected Gun Crews | Reinforced Waterline



FESCH

GRAND BATTLECRUISER



UNIT NAME:

TRAIT

- Unique
- Oriflamme Class
- French



Flagship



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Rolling Broadside Fusillade, Broadside, Sustained

Torpedo Turret Submerged, Torpedo, EXT. RNG.

Torpedo Turret Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	14	13	Fray
Hull	7	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(5)	3(3)	-(-)	4(4)	2(2)	-(-)
F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

CRIPPLED

SPECIAL RULES:

Command Codes | Coordinated Support | Focused Gunnery | For Valour! | Heavy Firepower | Maritime Patrol | Protected Gun Crews | Reinforced Waterline



RICHELIEU

GRAND BATTLECRUISER



UNIT NAME:

TRAIT

- Unique
- Oriflamme Class
- French



Flagship



Surface Unit



Alliance

WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heat Lance Hazard, Gunnery, Devastating	F/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
Heat Lancette Hazard, Gunnery, Devastating	F/P	7(4)	5(3)	-(-)	5(3)	3(2)	-(-)
Heat Lancette Hazard, Gunnery, Devastating	F/S	7(4)	5(3)	-(-)	5(3)	3(2)	-(-)
Heavy Rolling Broadside Fusillade, Broadside, Sustained	P & S	6(5)	3(3)	-(-)	4(4)	2(2)	-(-)
Torpedo Turret Submerged, Torpedo, EXT. RNG.	F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
Torpedo Turret Submerged, Torpedo, EXT. RNG.	F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

BATTLE READY

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	13	12	Fray
Hull	7	4	Hull

HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED

SPECIAL RULES:

Coordinated Support | Focused Gunnery | For Valour! | Heavy Firepower | Maritime Patrol | Protected Gun Crews | Reinforced Waterline | Solex Generator



SAINT-MICHEL

LEVANT BATTLE CARRIER



UNIT NAME:

TRAIT

- Saint-Michel Class
- French



Flagship



Skimming Unit



Alliance

WEAPON

Heat Lance Hazard, Gunnery, Devastating

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	7	Armour
Citadel	13	12	Citadel
ADV	4	3	ADV
SDV	5	4	SDV
Fray	7	7	Fray
Hull	5	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
A/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Agile | Combat Air Patrol | Coordinated Support | For Valour! | Full Steam Ahead | Heavy Firepower | Levant Surge | Malinois Strike Fighters | SRS Capacity 6/4 | SRS Mine Clearance | SRS Recon



LE PHENIX

LEVANT BATTLE CARRIER



UNIT NAME:

TRAIT

- Unique
- Saint-Michel Class
- French



Flagship



Skimming Unit



Alliance

WEAPON

Heat Lancette Hazard, Gunnery, Devastating

Heat Lancette Hazard, Gunnery, Devastating

BATTLE READY

Mass	3	3	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	7	Armour
Citadel	13	12	Citadel
ADV	4	3	ADV
SDV	5	4	SDV
Fray	7	7	Fray
Hull	5	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

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

CRIPPLED

SPECIAL RULES:

Agile | Combat Air Patrol | Coordinated Support | For Valour! | Fortunes Of War | Full Steam Ahead | Heavy Firepower | Levant Surge | Malinois Strike Fighters | Shield Generator | SRS Capacity 6/4 | SRS Mine Clearance | SRS Recon



VAUBAN

LEVANT SKY FORTRESS



UNIT NAME:

TRAIT

- Vauban Class
- French



Flagship



Skimming Unit



Alliance

WEAPON

Heat Lance Hazard, Gunnery, Devastating

Heat Lance Hazard, Gunnery, Devastating

Thermal Cluster Bombs Torrent, Hazard, Bomb

Thermal Cluster Bombs Torrent, Hazard, Bomb

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

BATTLE READY

Mass	4	4	Mass
Speed	4	3	Speed
Turn Limit	4	3	Turn Limit
Armour	7	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	6	5	SDV
Fray	10	9	Fray
Hull	9	9	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
F/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
A	9(-)	-(-)	-(-)	9(-)	-(-)	-(-)
A	9(-)	-(-)	-(-)	9(-)	-(-)	-(-)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)

CRIPPLED

SPECIAL RULES:

Combat Air Patrol | Coordinated Support | For Valour! | Frelon SRS Capacity (4/2) | Heavy Firepower | Lumbering | Malinois Strike Fighters | Priority Signals | SRS Capacity 4/3 | SRS Mine Clearance | SRS Recon



VIRGINIA

ASSAULT BATTLESHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Virginia Class
- Susa



Flagship



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Broadside Fusillade, Broadside

BATTLE READY

Mass	3	3	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	17	17	Citadel
ADV	6	5	ADV
SDV	5	4	SDV
Fray	14	13	Fray
Hull	10	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Conscripted Crew | Contra Rotation | Coordinated Support | Flak Barrage (10) | Heavy Firepower | Rebel Yell | Terminator Assault



AUXILIA

FAST CRUISER



UNIT NAME:

TRAIT

- Auxilia Class
- Italian



Surface Unit



Alliance

WEAPON

Prow Ram Ramming 6/5, Piercing

Gun Battery Gunnery

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	9	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	6	4	Fray
Hull	4	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | For Valour! | Linear Dash | Vanguard

CRIPPLED

CRIPPLED



CESTUS

ZEBEK



UNIT NAME:

TRAIT

- Cestus Class
- Italian



Surface Unit



Alliance

WEAPON

Gun Battery Gunnery

Light Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	7	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	2	-	SDV
Fray	5	-	Fray
Hull	2	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | Flak Barrage (2) | Focused Gunnery | For Valour!



CHARLEMAGNE

HEAVY CRUISER



UNIT NAME:

TRAIT

- Charlemagne Class
- French



Surface Unit



Alliance

WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Gun Battery Gunnery	A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Heavy Rolling Broadside Fusillade, Broadside, Sustained	P & S	6(5)	3(3)	-(-)	4(4)	2(2)	-(-)
Torpedo Turret Submerged, Torpedo, EXT. RNG.	F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
Torpedo Turret Submerged, Torpedo, EXT. RNG.	F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

BATTLE READY

Mass	2	2	Mass
Speed	6	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	8	8	Fray
Hull	4	4	Hull

HULL DAMAGE TRACKER

CRIPPED

CRIPPED

SPECIAL RULES:

Coordinated Support | For Valour! | Heavy Firepower | Protected Gun Crews | Reinforced Waterline

**UNIT NAME:****TRAIT**

- Chevalier Class
- French



Surface Unit



Alliance

CHEVALIER

CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	7	7	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER**WEAPON**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery	Gunnery	F/P/S 6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	Gunnery	F/P/S 6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Rolling Broadside	Fusillade, Broadside, Sustained	P & S 4(3)	-(-)	-(-)	3(3)	-(-)	-(-)
Torpedo Turret	Submerged, Torpedo, EXT. RNG.	F/P/A 5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
Torpedo Turret	Submerged, Torpedo, EXT. RNG.	F/S/A 5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

CRIPPLED

SPECIAL RULES:

Coordinated Support | For Valour! | Protected Gun Crews | Reinforced Waterline



ECUYERE

FRIGATE



UNIT NAME:

TRAIT

- Ecuyere Class
- French



Surface Unit



Alliance

WEAPON

Gun Battery Gunnery

Picket Broadside Fusillade, Broadside, Sustained

BATTLE READY

Mass	1	-	Mass
Speed	11	-	Speed
Turn Limit	8	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	2	-	SDV
Fray	4	-	Fray
Hull	2	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	3(2)	-(-)	-(-)	-(-)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Attached Unit (French) | Coordinated Support | Corvette Duty | For Valour! | Reinforced Waterline



ELVAS

OFFSHORE SUPPORT PLATFORM



UNIT NAME:

TRAIT

- Elvas Class
- Portuguese



Surface Unit



Alliance

WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

CRIPPED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPED

SPECIAL RULES:

Advanced Repair Facilities (2) | Coordinated Support | Forward Deployment | Heavy Escort | Immobile | Strategic Asset | Supply Depot | Useful Freight



GETTYSBURG

HEAVY MONITOR



UNIT NAME:

TRAIT

- Paddlewheel
- Gettysburg Class
- Susa



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	6	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	8	7	Fray
Hull	5	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Conscripted Crew | Contra Rotation | Coordinated Support | Full Steam Ahead | Mine Sweeper | Rebel Yell | Reliable Design | Shallow Draught



GLADIUS

STRIKE CRUISER



UNIT NAME:

TRAIT

- Gladius Class
- Italian



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	6	4	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | For Valour! | Sharpshooter



JUPITER

SUPPORT CARRIER



UNIT NAME:

TRAIT

- Jupiter Class
- Italian



Surface Unit



Alliance

WEAPON

Prow Ram Ramming 6/5, Piercing

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	4	3	Fray
Hull	3	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | For Valour! | Malinois Strike Fighters | SRS Mine Clearance | SRS Recon | SRS Capacity 4/3



LOIRE

LIGHT CRUISER



UNIT NAME:

TRAIT

- Loire Class
- French



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Rolling Broadside Fusillade, Broadside, Sustained

Torpedo Turret Submerged, Torpedo, EXT. RNG.

Torpedo Turret Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	6	5	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(3)	-(-)	-(-)
F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

CRIPPLED

SPECIAL RULES:

Coordinated Support | For Valour! | Mine Sweeper | Protected Gun Crews | Reinforced Waterline | Vanguard



LES RATONS LAVEUR

LIGHT CRUISER



UNIT NAME:

TRAIT

- Unique
- Loire Class
- French



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Rolling Broadside Fusillade, Broadside, Sustained

Torpedo Turret Submerged, Torpedo, EXT. RNG.

Torpedo Turret Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	8	7	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(3)	-(-)	-(-)
F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

CRIPPLED

SPECIAL RULES:

Coordinated Support | Devil's Own Luck | Focused Gunnery | For Valour! | Mine Sweeper | Protected Gun Crews | Reinforced Waterline | Shadow Hunter



PEREIRA

HEAVY PLATFORM



UNIT NAME:

TRAIT

- Periera Class
- Portuguese



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery
 Heavy Gun Battery Gunnery
 Heavy Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	6	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Coordinated Support | Forward Deployment | Heavy Escort | Immobile | Strategic Asset



PICARDY

LITTORAL MONITOR



UNIT NAME:

TRAIT

- Picardy Class
- French



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Rolling Broadside Fusillade, Broadside, Sustained

Torpedo Turret Submerged, Torpedo, EXT. RNG.

Torpedo Turret Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	8	7	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	4(3)	-(-)	-(-)	3(3)	-(-)	-(-)
F/P/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)
F/S/A	5(2)	5(3)	5(3)	3(-)	3(2)	3(2)

CRIPPLED

SPECIAL RULES:

Coordinated Support | For Valour! | Maritime Patrol | Protected Gun Crews | Reinforced Waterline | Shallow Draught



PILUM MONITOR



UNIT NAME:

TRAIT

- Pilum Class
- Italian



Surface Unit



Alliance

WEAPON

Prow Ram Ramming 6/5, Piercing

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	7	4	Fray
Hull	4	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | For Valour! | Hammer Sweep | Mine Sweeper

CRIPPLED

CRIPPLED



PROVIDENCE

MERCHANTMAN



UNIT NAME:

TRAIT

- Paddlewheel
- Providence Class
- Susa



Surface Unit



Alliance

WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	6	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	3	ADV
SDV	3	3	SDV
Fray	6	5	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	--	2(1)	4(2)	--
A/P/S	3(2)	5(3)	--	2(1)	4(2)	--
P & S	6(3)	3(2)	--	4(2)	2(1)	--

CRIPPLED

SPECIAL RULES:

Attached Unit (Susa) | Conscripted Crew | Contra Rotation | Coordinated Support | Rebel Yell | Reliable Design | Shallow Draught | Useful Freight



PUGIO

DESTROYER



UNIT NAME:

TRAIT

- Pugio Class
- Italian



Surface Unit



Alliance

WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

Light Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	7	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	3	-	ADV
SDV	2	-	SDV
Fray	4	-	Fray
Hull	3	-	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | For Valour! | Pack Hunter



SARATOGA

LITTORAL CRUISER



UNIT NAME:

TRAIT

- Paddlewheel
- Saratoga Class
- Susa



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Broadside Fusillade, Broadside

BATTLE READY	Mass	2	2	Mass
	Speed	6	6	Speed
	Turn Limit	4	3	Turn Limit
	Armour	6	6	Armour
	Citadel	12	12	Citadel
	ADV	3	3	ADV
	SDV	3	3	SDV
	Fray	6	5	Fray
Hull	4	4	Hull	

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Coastal Bombardment | Conscripted Crew | Contra Rotation | Coordinated Support | Rebel Yell | Shallow Draught | Terminator Assault



SCORPIO

ARTILLERY CRUISER



UNIT NAME:

TRAIT

- Scorpio Class
- Italian



Surface Unit



Alliance

WEAPON

Prow Ram Ramming 6/5, Piercing

Rostratum Naval Ballista Gunnery, Piercing, Magnetic, EXT.RNG

Gun Battery Gunnery

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	5	4	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F	-(-)	12(7)	12(7)	-(-)	8(5)	8(5)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | For Valour! | Hammer Sweep | Rostrata | Spotter



SPATHA

ATTACK CRUISER



UNIT NAME:

TRAIT

- Spatha Class
- Italian



Surface Unit



Alliance

WEAPON

Prow Ram Ramming 6/5, Piercing

Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	6	4	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Coordinated Support | Focused Gunnery | For Valour! | Hammer Sweep



SPRINGFIELD CORVETTE



UNIT NAME:

TRAIT

- Paddlewheel
- Springfield Class
- Susa



Surface Unit



Alliance

WEAPON

Gun Battery Gunnery
Light Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	9	-	Speed
Turn Limit	7	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	2	-	SDV
Fray	6	-	Fray
Hull	2	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Attached Unit (Susa, Flagship) | Conscripted Crew | Contra Rotation | Coordinated Support | Corvette Duty



SUMTER

LANDING SHIP



UNIT NAME:

TRAIT

- Paddlewheel
- Sumter Class
- Susa



Surface Unit



Alliance

WEAPON

Gun Battery Gunnery

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	6	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	2	2	ADV
SDV	2	2	SDV
Fray	7	6	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Conscripted Crew | Contra Rotation | Coordinated Support | Landing Vessel | Rebel Yell | Shallow Draught | Terminator Assault



VASCO

BATTLE PLATFORM



UNIT NAME:

TRAIT

- Vasco Class
- Portuguese



Surface Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED

SPECIAL RULES:

Attached Unit (Portuguese) | Coordinated Support | Forward Deployment | Heavy Escort | Immobile | Strategic Asset



VULCAN

REPAIR SHIP



UNIT NAME:

TRAIT

- Vulcan Class
- Italian



Surface Unit



Alliance

WEAPON

Prow Ram Ramming 6/5, Piercing

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	4	3	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Prow Ram	F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
Broadside	P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
Torpedo Salvo	F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Ablative Flank Armour | Advanced Repair Facilities (2) | Attached Unit (Italian, Flagship) | Coordinated Support | For Valour!



ALMA

LEVANT SUPPORT CARRIER


UNIT NAME:
TRAIT

- Alma Class
- French



Skimming Unit



Alliance

WEAPON

Heavy Rocket Battery Aerial

Rocket Battery Aerial

BATTLE READY	Mass	2	2	Mass
	Speed	6	4	Speed
	Turn Limit	4	3	Turn Limit
	Armour	6	5	Armour
	Citadel	11	10	Citadel
	ADV	4	3	ADV
	SDV	5	4	SDV
Fray	6	6	Fray	
Hull	3	4	Hull	

CRIPPLED
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)

CRIPPLED
SPECIAL RULES:

Advanced Repair Facilities (2) | Attached Unit (French, Flagship, Skimming Unit) | Coordinated Support | For Valour! | Levant Surge | Heavy Escort | Mine Layer | Vulnerable Stern



CHASSEUR

LEVANT STRIKE CRUISER



UNIT NAME:

TRAIT

- Chasseur Class
- French



Skimming Unit



Alliance

WEAPON

Gun Battery Gunnery

Heavy Rocket Battery Aerial

Gun Battery Gunnery

Gun Battery Gunnery

Rolling Broadside Fusillade, Broadside, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	4	3	ADV
SDV	5	4	SDV
Fray	7	7	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(3)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Agile | Coordinated Support | For Valour! | Full Steam Ahead | Levant Surge



DIEPPE

LEVANT SOLEX CRUISER



UNIT NAME:

TRAIT

- Dieppe Class
- French



Skimming Unit



Alliance

WEAPON

Heat Lance Hazard, Gunnery, Devastating

Heat Lancette Hazard, Gunnery, Devastating

Thermal Cluster Bombs Torrent, Hazard, Bomb

BATTLE READY

Mass	2	2	Mass
Speed	6	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	4	3	ADV
SDV	5	4	SDV
Fray	6	6	Fray
Hull	3	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	9(6)	7(5)	5(3)	7(5)	5(3)	3(2)
A/P/S	7(4)	5(3)	-(-)	5(3)	3(2)	-(-)
A	9(-)	-(-)	-(-)	9(-)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Coordinated Support | For Valour! | Francisco Solex Projector | Levant Surge | Vulnerable Stern



FURIEUX

LEVANT GRAND CORVETTE



UNIT NAME:

TRAIT

- Furieux Class
- French



Skimming Unit



Alliance

WEAPON

Gun Battery Gunnery

Heavy Rocket Battery Aerial

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	12	7	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Agile | Attached Unit (French, Flagship, Skimming Unit) | Coordinated Support | Corvette Duty | For Valour! | Landing Vessel | Legionnaire Assault Pods | Levant Surge



GASCONY

LEVANT MERCHANTMAN



UNIT NAME:

TRAIT

- Gascony Class
- French



Skimming Unit



Alliance

WEAPON

Heavy Rocket Battery Aerial
 Rocket Battery Aerial

BATTLE READY

Mass	2	2	Mass
Speed	6	4	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	4	3	ADV
SDV	5	4	SDV
Fray	6	6	Fray
Hull	3	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Rocket Battery Aerial	F/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
Rocket Battery Aerial	A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)

CRIPPLED

SPECIAL RULES:

Coordinated Support | For Valour! | Levant Surge | Logistical Support | Mine Layer | Supply Depot | Vulnerable Stern



HONNEUR

LEVANT DESTROYER



UNIT NAME:

TRAIT

- Honneur Class
- French



Skimming Unit



Alliance

WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

Picket Broadside Fusillade, Broadside, Sustained

BATTLE READY

Mass	1	-	Mass
Speed	11	-	Speed
Turn Limit	8	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	Citadel
ADV	3	-	ADV
SDV	2	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	3(2)	-(-)	-(-)	-(-)	-(-)	-(-)

SPECIAL RULES:

Agile | Coordinated Support | For Valour! | Levant Surge | Mine Sweeper | Vulnerable Stern

CRIPPLED

CRIPPLED



MARSEILLE

LEVANT BOMBER CARRIER



UNIT NAME:

TRAIT

- Marseille Class
- French



Skimming Unit



Alliance

WEAPON

Heavy Rocket Battery Aerial

Rocket Battery Aerial

Thermal Cluster Bombs Torrent, Hazard, Bomb

BATTLE READY

Mass	2	2	Mass
Speed	6	4	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	4	3	ADV
SDV	5	4	SDV
Fray	6	6	Fray
Hull	3	4	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A	9(-)	-(-)	-(-)	9(-)	-(-)	-(-)

CRIPPLED

CRIPPLED

SPECIAL RULES:

Combat Air Patrol | Coordinated Support | For Valour! | Frelon SRS Capacity (3/2) | Levant Surge | Vulnerable Stern



VOLIERE

LEVANT STRIKE CARRIER



UNIT NAME:

TRAIT

- Voliere Class
- French



Skimming Unit



Alliance

WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY	Mass	2	2	Mass
	Speed	8	7	Speed
	Turn Limit	4	3	Turn Limit
	Armour	6	5	Armour
	Citadel	11	10	Citadel
	ADV	4	3	ADV
	SDV	5	4	SDV
	Fray	7	7	Fray
Hull	3	4	Hull	

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

Agile | Combat Air Patrol | Coordinated Support | For Valour! | Levant Surge | Malinois Strike Fighters | SRS Mine Clearance | SRS Recon | SRS Capacity 4/2


UNIT NAME:
TRAIT

- Epaulard Class
- French



Submerged Unit



Alliance

WEAPON

Magnetic Bombard Aerial, Magnetic, EXT. RNG.

EPAULARD

ARTILLERY SUBMARINE



BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	7	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	1	-	ADV
SDV	3	-	SDV
Fray	3	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	5(3)	6(4)	-(-)	3(2)	5(3)

CRIPPLED

**SPECIAL
RULES:**

Agile | Coordinated Support | For Valour! | Shadow Hunter | Spotter



SAGITTA

HUNTER SUBMARINE



UNIT NAME:

TRAIT

- Sagitta Class
- Italian



Submerged Unit



Alliance

WEAPON

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	1	-	Mass
Speed	7	-	Speed
Turn Limit	7	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	1	-	ADV
SDV	3	-	SDV
Fray	3	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

SPECIAL RULES:

Agile | Auxilliary Mine Layer | Coordinated Support | For Valour! | Pack Hunter

**UNIT NAME:****TRAIT**

- Sirene Class
- French



Submerged Unit



Alliance

WEAPON**Heat Lance** Hazard, Gunnery, Devastating

SIRENE

ATTACK SUBMARINE



BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	7	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	1	-	ADV
SDV	3	-	SDV
Fray	3	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	7(4)	5(3)	-(-)	5(3)	3(2)	-(-)

CRIPPLED

SPECIAL RULES:

Agile | Coordinated Support | For Valour! | Forward Deployment | Strategic Withdrawal



CORDOBA

AEROGALLEON



UNIT NAME:

TRAIT

- Cordoba Class
- Spanish



Aerial Unit



Alliance

WEAPON

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Aerial Torpedo Salvo Aerial, Torpedo, High Velocity

Heavy Flak Broadside Broadside, Sustained (Aerial Units)

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	7	6	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	0	0	SDV
Fray	6	5	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F	6(2)	6(5)	5(4)	5(-)	5(3)	4(3)
P & S	10(6)	8(4)	-(-)	7(4)	5(3)	-(-)

CRIPPLED

SPECIAL RULES:

Cloud Hunting | Coordinated Support | Dirigible Construction | Flak Barrage (10) | For Valour! | Vulnerable Stern