

# DYSTOPIAN WARS.



**ALLIANCE**

# ORBAT

**ORDER OF BATTLE**





# THE LATIN ALLIANCE

## ORDER OF BATTLE

### V3.05

*A new power is rising, the tattered glories of old, refreshed with new triumphs and ideas. Revitalised by strong leadership and enriched with the fruits of new technology, the Republique of France has united the League of Italian States, the Sovereignty of Spain and the Kingdom of Portugal into a formidable alliance that is determined to take a seat at the table of the world powers. No longer will they be ignored, no longer will their lands be a battleground for the European nations to settle their scores over. Where there is the will to triumph: victory soon shall follow. Like a phoenix rising from its ashes, the Latin Alliance shall burn away the shame of past defeats to topple empires and lay waste to those who once sought to dominate them.*

This document is the Order of Battle for the Alliance, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult their Faction's ORBAT. This allows a player to create a Force for the Alliance in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games.

**Important:** For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

FLAGSHIPS	UNIT SIZE	POINTS / MODEL	PAGE
Columbia Heavy Battleship	1	260	12
Couronne Grand Carrier	1	320	12
Magenta Levant Battlecruiser	1	236	13
Mars Heavy Battleship	1	270	13
Minerva Assault Carrier	1	270	14
Oriflamme Grand Battlecruiser	1	230	14
<i>Fesch</i>	1	245	15
<i>Richelieu</i>	1	251	15
Saint-Michel Levant Battle Carrier	1	220	16
<i>Le Phenix</i>	1	248	16
Virginia-class Assault Battleship	1	270	17
SURFACE			
Auxilia Fast Cruiser	1-3	96	18
Cestus Zebek	2-4	30*	18
Charlemagne Heavy Cruiser	1-3	135	19
Chevalier Cruiser	1-3	107	19
Ecuyere Frigate	4-6	27*	20
Elvas Offshore Support Platform	1-3	68	20
Gettysburg Heavy Monitor	1-3	121	21
Gladius Strike Cruiser	1-3	100	21
Jupiter Support Carrier	1-3	130	22
Loire Light Cruiser	1-3	90	22

SURFACE (cont.)			
<i>Les Ratons Laveurs</i>	3	310*	23
Pereira Heavy Platform	1	160	23
Picardy Littoral Monitor	1-3	85	24
Pilum Monitor	1-3	85	24
Providence Merchantman	1	55	25
Pugio Destroyer	2-6	40*	25
Saratoga Littoral Cruiser	1-3	121	26
Scorpio Artillery Cruiser	1-2	132	26
Spatha Attack Cruiser	1-3	130	27
Springfield Corvette	4-8	25*	27
Sumter Landing Ship	1-3	83	28
Vasco Battle Platform	1-3	55	28
Vulcan Repair Ship	1	75	29
SKIMMING			
Chasseur Levant Strike Cruiser	1-3	123	30
Furieux Levant Grand Corvette	1-3	134	30
Voliere Levant Strike Carrier	1-3	134	31
SUBMERGED			
Epaulard Artillery Submarine	2-6	37*	32
Sagitta Hunter Submarine	2-5	41*	32
Sirene Attack Submarine	2-6	40*	32

\*See ORBAT entry for more details.



## SPECIAL RULES

Some Units in the Alliance have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them listed in their Unit profiles in this ORBAT.

**ABLATIVE ARMOUR:** When the Initial Target of an Attack, this Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

**ABLATIVE FLANK ARMOUR:** When this Model is Initial Target of an Attack originating from a point in this Model's Port or Starboard arc, it uses this rule. This Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

**ACCEPTABLE ATTRITION:** Provided it numbers 4 Models or less at the start of the Encounter, Destroying this Unit does not confer a Squadron Killer Victory Point bonus.

**ADVANCED REPAIR FACILITIES:** Battle-Ready Models in this Unit with this rule may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit with this rule may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, Models in this Unit with this rule may make turns during Drift movement in the same way as it usually would during normal Movement.

**AMPHIBIOUS:** This Unit is a Surface Unit after deployment. The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land. While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.

**ANTI-AIR SPECIALIST:** Models in this Unit with this rule can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, Model's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

**ARMoured DECKING:** Attacks with the Aerial 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. Attacks with the Piercing Quality ignore this rule.

**ATOMIC GENERATOR:** Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. The Model adds +2 to its Speed Attribute and +2 to its Turn Limit. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**AUXILIARY MINE LAYER:** Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**CLOUD DIVE:** Aerial Units with this rule may be deployed at the start of an Encounter in a Cloud Dive. Aerial Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Aerial Units performing a Cloud Dive are Obscured until the end of that Round.

**CLOUD HUNTING:** Once per Activation, this Unit gains +2 to an Attack Action Dice Pool for each Model with this rule that contributes to the Attack provided that the Initial target is an Aerial Unit.

**COASTAL BOMBARDMENT:** Models in this Unit may re-roll blanks when shooting at Ground Units with weapons that have the Gunnery Quality

**COLOSSUS:** A Model with this rule may turn on the spot to face any position at the end of its Movement. It may Ram Surface Units and Skimming Units. It may make a Ramming Action even if it moves less than 3" in the Movement Phase. As the Moving Model in a Ramming Action, this Model does not suffer from Damage or Disorder.

**COMBAT AIR PATROL:** Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

**COMMAND CODES:** Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15" of this Model. The Command Codes must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making another Action requiring the Paddlewheels Trait. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.



**CO-ORDINATED SUPPORT:** *The Prince-President has placed co-ordinated support at the heart of the Alliance's battle doctrine.* Models using weapons in Support of a single Lead weapon in an Attack may use this rule. The Model may Support with any weapon rather than needing to match all the Qualities. Weapons used in Support in this way have their own Qualities ignored and simply increase the Attack Dice Pool by the value indicated for their Crippled Support at that range. An Attack dice Pool increased by this rule loses the Sustained Quality if it has it. Ramming weapons may not use this rule. Weapons with the Submerged Quality cannot use this rule in Attacks against Aerial Units. Weapons with the Aerial Quality cannot use this rule in Attacks against Submerged Units.

**CORVETTE DUTY:** This Model may add +1 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**DEEP DIVE:** In the Special Operations phase of the round, while Battle Ready and in Open Water, this Unit may declare it is going to Deep Dive. For the remainder of that Round, the Unit doubles its Drift Movement but cannot make any other Movement. The Unit also cannot launch SRS or make any Action that does not have the Submerged Quality. Furthermore, while it carries out a Deep Dive Special Operation, this Unit cannot be the Initial Target of any Action that does not have the Submerged Quality. A Unit cannot be part of an Attached Unit if it carries out a Deep Dive Special Operation, unless both Units have this rule. A Unit cannot carry out a Deep Dive Special Operation if it has already done so the previous Round.

**DEVIL'S OWN LUCK:** Once per Round, you may Cancel a Valour Effect in an Encounter where a Model with this rule is in the Play Area. The controlling Player of a Model with this rule must discard a Victory & Valour card from their hand of any value rather than having to be of a greater combined value than the card being Cancelled.

**DIRIGIBLE CONSTRUCTION:** Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

**DISCIPLINED:** Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level. Furthermore, in a Ramming Action, this Model does not suffer from Disorder.

**ELITE CREW:** While making or defending from an Assault, Models in this Unit with this rule may re-roll Blank dice results.

**FLAK BARRAGE (X):** At the start of the End Phase, before SRS Resolution, Models in this Unit with this rule may each roll a number of Action Dice indicated by the rule. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

**FOCUSED GUNNERY:** A single Attack each Activation, led by a Model with this rule with the Gunnery Quality, receives +2 Action Dice and may re-roll Blank results.

**FOR VALOUR!:** After this Unit uses a Valour effect (or has one cancelled by rules such as Fortunes of War), roll an Action Die. On a Heavy Hit or an Exploding Hit, do not discard the card and instead return it to your hand. You cannot use this rule for Valour effects that do not directly involve this Unit. You may only roll once per card.

**FORTUNES OF WAR:** You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve at the start of an Encounter. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**FRELON SRS CAPACITY (X/X):** The Battle-Ready Capacity and Crippled Capacity for each Model in this Unit is indicated in parenthesis. Frelon Bombers are a type of SRS Token with the following differences. They are launched with a range of 30" and contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Frelon SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has most of the Tokens as Frelon SRS Tokens has the Sustained, Bomb and Hazardous Qualities. If the number of Frelon SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Frelon SRS Tokens cannot make a SRS Recon or SRS Mine Clearance but may use the Combat Air Patrol rule. Frelon SRS Tokens cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.

**FULL STEAM AHEAD:** This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

**FURY GENERATOR:** *The Fury pattern Rf-1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits.* This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**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.

**HAMMER SWEEP:** During its Activation, Models in this Unit with this rule may increase their Speed by 1" and gain +2 to their Ramming Dice Pool if they make no turns during this Movement.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**HEAVY FIREPOWER:** Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following Valour Effect. When making an Attack, up to three of that Model's weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

**HEAVY LANDER:** While Battle-Ready and making a Landing Action, this Unit may deploy a number of Ground Assault Tokens equal to double its Mass value rather than the usual number.

**HYDROPHONE RELAY:** Attacks against Enemy Models within 10" of this Model ignore the Obscured rule.



**IMMOBILE:** Models with this rule are always deployed at the same time as Aerial Units. Models in this Unit with this rule have a Drift of zero and may not move or be moved. Treat Sturgenium Flare Critical Damage as Catastrophic Explosions instead.

**INSPIRATIONAL:** Any friendly Model within 10" of a Model with this rule (but not including the Model with this rule itself) may reduce a single Disorder Level at the start of their Activation and may re-roll a single Action dice each step of their Activation.

**LANDING VESSEL:** Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. Each Model in this Unit may place a number of Ground Assault Tokens equal to its Mass in a stack within 5" of the Landing Point. The Token stack must be placed on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model at least 2" from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

**LARGE TARGET:** During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

**LEGIONNAIRE ASSAULT PODS:** This Model may make assaults within 6" rather than the usual 4" and ignores the Counter Assault result when making an assault. Furthermore, the Assault by this Model gains the Sustained and Hazardous Qualities. This rule does not apply to Supporting Assaults.

**LEVANT SURGE:** 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. *This Unit may make a Levant Surge in the Special Operations phase of the round.* For the remainder of that Round, the Unit is Obscured, doubles its Drift, ceases to be a Skimming Unit, and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule. During deployment, any Unit with this rule may deploy as an Aerial Unit making a Levant Surge for the first Round (though still counts as Skimming Unit for battlefleet selection purposes).

**LINEAR DASH:** Models in this Unit with this rule gain +2 Speed during its Movement Step provided that it makes no turns.

**LOGISTICAL SUPPORT:** This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

**LOW-LEVEL STRIKE:** In the Special Operations phase of the Round, while battle Ready, this Unit may declare it is making a Low-Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low-Level Strike. A Unit cannot make a Low-Level Strike if it has already done so the previous Round. During deployment, any Unit with this rule may deploy as a Skimming Unit making a Low-Level Strike for the first Round (though still counts as an Aerial Unit for battlefleet selection purposes).

**LUMBERING:** This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

**MAGNETIC GENERATOR:** *A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focused to affect larger aircraft.* Any Heavy Hits against a Model with this Generator by weapons with the Aerial Quality or by Enemy SRS must be re-rolled. Exploding Hits are unaffected. Once per Activation this Model may target itself or a friendly or enemy Unit within 10". Roll an Action Dice for each SRS Token, Escort Token or Assault Token within 3" of the targeted Unit (roll separately for each stack). Remove one Token for each Exploding Hit result. If the Unit targeted is an Aerial Unit, then it also receives a level of Disorder on the closest Model in the Unit. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**MALINOIS STRIKE FIGHTERS:** These are a type of SRS Token with the following differences. Tokens launched by Units with this rule may Scramble up to 10". Attack Runs by SRS Tokens from Units with this rule have the Hazardous and Piercing Qualities. This rule does not apply to Frelon Levant Bomber SRS Tokens.

**MARITIME PATROL:** *Enemy Units with the Submarauder rule cannot be deployed within 10" of this Model.* Models in this Unit with this rule may ignore the Deep Dive rule and Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of Models with this rule, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

**MINE LAYER:** Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

**PACK HUNTER:** This rule applies while the Unit numbers two or more Models. A single Attack or Assault by this Unit each Activation receive +1 action dice for each Model in the Unit. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.

**POWERSLIDE:** Models in this Unit with this rule may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

**PRIORITY SIGNALS:** Once per Round, if the Player with this Battle Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.



**PROTECTED GUN CREWS:** Crippled Models with this rule still use the Battle-Ready value of their weapons with the Gunnery or Broadside Qualities. This rule cannot be used if the Model has the Chaos and Disarray Disorder Condition and has no effect on supporting with the Coordinated Support rule.

**REBEL YELL:** Crippled Models with this rule still use the Battle Ready value of their weapons. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition. The Unit ignores the Conscripted Crew rule when making or defending an Assault against a Unit with the Union Trait.

**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. Attacks with the Piercing Quality ignore this rule.

**RELIABLE DESIGN:** This Unit may add an additional Action Die to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this Unit may re-roll Jury-Rigged Repairs.

**REPULSION FIELD GENERATOR:** *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +3SDV. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**ROSTRATA:** *Huge explosive tipped hooked steel bolts are launched by powerful electro-magnetic rails causing massive damage and disruption to their targets.* Resolve the Attack as normal with a Rostratum Naval Ballista. If the Initial Target suffers one or more points of damage, then the Unit making the Attack may make a Valour Effect against an Initial Target of the same Mass or less than the Model making the Attack. As a Valour Effect, the Initial Target receives a Level of Disorder and may be turned up to 90 degrees to a facing of the Attacker's choosing.

**SCUTUM MINE LAUNCHER:** *This useful modification is popular with Captains looking for greater tactical options against an anticipated enemy.* Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that the Marker is at least 10" from any Deployment Zone.

**SHADOW HUNTER:** Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area.

**SHALLOW DRAUGHT:** This Unit treats Treacherous Water as Open Water.

**SHARPSHOOTER:** The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by Models with this rule.

**SHIELD GENERATOR:** A Model with this Generator may use it to remove Action Dice equal to the Mass Attribute of this Unit from any Attack against it (to a Maximum of 3 dice). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**SHRAPNEL:** The first Critical Damage result caused by an attack from this Unit is Shredded Defences. If the target is already suffering from Shredded Defences, then Critical Damage must be rolled as normal.

**SHROUD GENERATOR:** *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults, Ramming and Attack Runs ignore Shroud Generators. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**SKYFIRE:** Models in this Unit may re-roll blanks when shooting at Aerial Units with weapons that have the Aerial Quality.

**SOLEX GENERATOR:** This Generator gives the Sustained Quality to any Heat Lance, Heat Lancette or Thermal Bombs weapons used by this Model. As a Valour Effect, all Solex Generators in the Unit may be used in the Shooting Phase with a 360-degree Line of Sight to make an Attack against an Initial Target using the Heat Lancette weapon profile. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**SPOTTER:** If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.



**STRATEGIC WITHDRAWAL:** At the start of the Maintenance Step of the End Phase, unless one or more Models in the Unit has Navigation Lock Critical Damage, this Unit may be placed back into Reserves. If so, Crippled Models in the Unit are immediately destroyed.

**SUBMARAUDEUR:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve as a Submarauder. On each Round, Submaraudders are Activated before all other Units in the Force. During the first Round, a Submarauder does not Roll for deployment when Activated and instead a 50mm Submarauder Marker is placed anywhere in the Play Area outside of either Player's deployment zone and at least 2" from the nearest Terrain feature. From the second Round onwards when a Submarauder Activates, it is immediately deployed. When a Submarauder is deployed, it must be placed within 10" of any Submarauder Marker or Wreck Marker in the Play Area. You must remove one of your Submarauder Markers each time this happens. No Submarauder Model can be deployed touching another Model. When a Submarauder is deployed it uses the Crippled profile of their weapons for that Round. Unless one or more Models in the Unit has Navigation Lock Critical Damage, at the start of the Maintenance Step of the End Phase this Unit may be removed from the Play Area and become a Submarauder again. Leave a 50mm Submarauder Marker in the position of any one Model in this Unit. The Unit are placed back into Reserves as Submaraudders. On subsequent Rounds Submaraudders may be deployed again as outlined above and are deployed within 10" of any Submarauder Marker or Wreck Marker.

**SUPPLY DEPOT:** Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Any Friendly Units that move within 7" of this Unit regain any weapons that were lost in the Encounter because of rolling a blank for the Limited Quality Action Die. Restored weapons must roll for the Limited Quality each time used again as normal.

**TEMPERAMENTAL DESIGN:** This Unit cannot make Jury-Rigged Repairs. When making Repair Rolls affecting this Unit, two successes are required to remove each Critical Damage Marker. Repair Rolls using the Advanced Repair Facilities rule ignores this rule.

**TERMINATOR ASSAULT:** As a Special Operations Action that may be made by this Unit instead of a normal Assault, each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with a **non-Submerged Unit** Initial Target up to 20" away. These are Assault Tokens. At the beginning of the End Phase, before SRS Resolution, each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro Tokens in base contact form a single stack and count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault.

**TERROR FROM ABOVE:** This Unit may Ram Ground Units and Surface Units, even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Ground Units and Surface Units.

**TERROR FROM BELOW:** This Unit may Ram Surface Units even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Surface Units.

**UNEXPECTED ARRIVAL:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). If in Reserve in Round one, the Unit must make a Reserve Roll as normal, however, from Round two, or any subsequent Rounds, this Unit may use this rule to immediately deploy from Reserves. Unlike other Units in Reserve, Units declaring that they are using this rule must Activate and deploy before any other friendly In Play Units. When this Unit uses this rule, it is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons or Ram using the weapon's Crippled profile. All Models in an Attached Unit may deploy with this rule if the Partner Unit has it. On the Round after deployment, this Unit may Activate as normal.

**UNSTOPPABLE:** After this Model performs a Ramming action, it is removed from the Play area before disengaging and is Placed the other side of the Impacted Model, retaining its facing as though it had just passed through the Impacted Model and emerged the other side.

**USEFUL FREIGHT:** Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

**VETERAN REPAIR TEAMS:** This Unit may add two additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass.

**VULNERABLE STERN:** This rule affects Shooting Attacks against this Model, where this Model's Aft Fire Arc is the closest point to the Model making the Attack. Such Attacks gain the Devastating Quality. After any other effects or Critical Damage Markers have been applied from that Attack, if at least one Point of Damage has been caused by that Attack, inflict a Navigation Lock Critical Damage Marker if the target does not already have one. Attacks with the Blast, Bomb or Magnetic Qualities ignore this rule.



# ALLIANCE GENERATORS

Many Alliance Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Alliance Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on.

**IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator. Generators listed on a Unit's profile may not be removed or replaced unless specified.

## GENERATOR IDENTIFICATION GUIDE



TRIDENT GENERATOR



LANGSAM GENERATOR



INTERPHASE GENERATOR



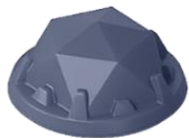
SHIELD GENERATOR



SOLEX GENERATOR



REPULSION FIELD GENERATOR



NULL GENERATOR



PORTAL GENERATOR



MAGNETIC GENERATOR



MAGMA GENERATOR



MIRAGE GENERATOR



SHROUD GENERATOR



GREAT WALL GENERATOR



FURY GENERATOR



CLONE GENERATOR



ATOMIC GENERATOR



ARC GENERATOR





# BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:

## MAIN

- Your Force **MUST** include at least one Main Battlefleet before it includes any Specialist Battlefleets or Mercenary Battlefleets.



- You cannot include more than one of any specific Unit, and only one of each Unique Unit in your Force.



- You cannot include more than one Unit with the Flagship trait.



- Any Units forming Attached Units must come from the same Battlefleet and must have the same Position Traits (except Submerged Units that can also be Joining Units to Surface Units).

## BATTLEFLEET BONUS

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

**COMMAND OVERRIDE:** If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

**PRELIMINARY SURVEY:** At the start of the Encounter, when revealing the top card from their V&V deck to determine deployment, any Player with one or more Battlefleets with this rule in their Force may draw a second card in place of the first card revealed if they wish. They may only do this once per Encounter and must accept this second card. If both players have Battlefleets with this rule, then neither may draw a second card.

**SABRE RATTLE:** Once both sides have deployed but before any Vanguard or Shadow Hunter moves have been made, Units in this Battlefleet may be redeployed provided that their new position is closer to an enemy Unit than before this redeployment. Each Unit in this Battlefleet may only be redeployed once and must be redeployed in their own Deployment area.

**STRATEGIC RESERVES:** Either all Units in this Battlefleet are held in Reserve, or none of them. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit. If they do so, they must use the Crippled profile of their weapons for that Round.











**VALOROUS CONDUCT:** Once per Round, per Battlefleet with this rule, a Unit in this Force may replace the Initiative value of a card being used for a Valour Effect card with the Initiative value of 50.













**ALLIANCE FACTION BATTLEFLEET**

**MAIN BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must have the <b>Alliance</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Alliance</b> Trait.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>Alliance</b> Trait.
 	May include up to TWO	<b>Skimming Units</b> must have the <b>Alliance</b> Trait.
 	May include only ONE	<b>Aerial Unit</b> must have the <b>Alliance</b> Trait.
<b>BONUS:</b>		
<ul style="list-style-type: none"> <li>None, unless the Battlefleet already includes another Main Battlefleet, then it MAY take the Strategic Reserves Battlefleet Bonus.</li> </ul>		





**FRENCH FRONTLINE BATTLEFLEET**

**MAIN BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	Flagship can only have either the <b>Couronne-class</b> , <b>Oriflamme-class</b> or <b>Magenta-class</b> Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>French</b> Trait. Multiple <b>Chevalier-class</b> , <b>Loire-class</b> and <b>Ecuyere-class</b> Units may be included.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>French</b> Trait.
 	May include up to TWO	<b>Skimming Units</b> must have the <b>French</b> Trait.
<b>BONUS:</b>		
<ul style="list-style-type: none"> <li>Command Override</li> </ul>		

**ALLIANCE FORTIFICATIONS BATTLEFLEET**







**SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must be a <b>Pereira Heavy Platform</b> Unit, which gains the <b>Flagship</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Immobile</b> rule. Multiple <b>Vasco Battle Platform</b> Units may be included.
<b>BONUS:</b>		
<ul style="list-style-type: none"> <li>Preliminary Survey</li> </ul>		









**FRENCH LEVANT BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	Flagship can only have either the <b>Magenta-class</b> , <b>Saint Michel-class</b> , or <b>Vauban-class</b> Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Skimming Units</b> must have the <b>French</b> Trait. Multiple <b>Chasseur-class</b> and <b>Honneur-class</b> Units may be included.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>French</b> Trait.
<b>BONUS:</b> • Sabre Rattle		







**ITALIAN FRONTLINE BATTLEFLEET**

**MAIN BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	Flagship can only have either the <b>Lorica-class</b> , <b>Mars-class</b> , or <b>Minerva-class</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further FOUR.	<b>Surface Units</b> must have the <b>Italian</b> Trait. Multiple <b>Gladius-class</b> and <b>Cestus-class</b> Units may be included.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>Italian</b> Trait.
<b>BONUS:</b> • Sabre Rattle		

**ITALIAN SUPPORT BATTLEFLEET**









**SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	Flagship can only have either the <b>Minerva-class</b> or <b>Tiber-class</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include TWO and may include a further TWO.	<b>Surface Units</b> must have the <b>Italian</b> Trait. Multiple <b>Pugio-class</b> Units may be included.
 	May include up to TWO	<b>Submerged Units</b> must have the <b>Italian</b> Trait. Multiple <b>Sagitta-class</b> Units may be included.
<b>BONUS:</b> • Valorous Conduct		



**SUSA BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	Flagship can only have either the <b>Columbia-class</b> , <b>Salvador-class</b> , or <b>Virginia-class</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further FOUR.	<b>Surface Units</b> must have the <b>SUSA</b> Trait. Multiple <b>Gettysburg-class</b> and <b>Springfield-class</b> Units may be included.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>SUSA</b> Trait.
 	May include only ONE	<b>Aerial Unit</b> must have the <b>SUSA</b> Trait.

**BONUS:**

- Command Override
- A single Unit with the **French**, **Portuguese**, **Spanish** or **Italian** Trait may replace that Trait with the **SUSA** Trait and gains the **Rebel Yell** and **Conscripted Crew** special rules.

**MERCENARY BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle.

A single Battlefleet in the Force may be taken from the Mercenary Battlefleets listed below.

<b>Black Wolf</b> (See <i>Commonwealth ORBAT</i> )	<b>Crimson League</b> (See <i>Sultanate ORBAT</i> )
<b>Honourable Eclipse Company</b> (See <i>Union ORBAT</i> )	<b>Nautilus</b> (See <i>Crown ORBAT</i> )
<b>Scions of Jutland</b> (See <i>Imperium ORBAT</i> )	

**ALLIANCE PATRONS**

You may include a single Patron from those listed below for an Alliance Force in any Encounter of Dystopian Wars.

- **CHOOSING A PATRON** – When choosing your Force, you may also choose one of the Patrons listed in your Faction ORBAT. These Patrons have rules that will apply to your entire Force. You may only pick one Patron for your Force.
- **PATRON COST** – Each Patron has an associated cost. This cost is the number of Victory Points you award your opponent at the start of the Encounter. If both players use Patrons, then each Player is awarded points based on their opponent’s Patron. If only one Player has a Patron, then only their opponent will get the points based on that Patron’s cost.
- **PATRON RULES** – A Patron’s rule may provide a specific exception to rules found elsewhere. In cases of contradiction, the Patron’s rule is used.

❖ **LOUIS-NAPOLEON BONAPARTE: THE PRINCE PRESIDENT**

**PATRONAGE: +2VP**

All French Units in the Force gain the Disciplined and Elite Crew rules.

❖ **RAFE CORTEZ: GRAND ADMIRAL OF THE PEOPLE**

**PATRONAGE: +1VP**

All SUSA Units in the Force lose the Conscripted Crew rule.



# ALLIANCE FLAGSHIPS

## COLUMBIA HEAVY BATTLESHIP

260 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	17	6	5	14	10
Crippled	3	3	2	8	17	5	4	13	4

*The Columbia-class was the most powerful vessel in the Confederate navy during the Ore War. In the aftermath many of these vessels escaped southwards and joined SUSAs to continue the fight against the Union's oppression.*

### Unit Composition

- 1 Columbia Heavy Battleship

### Traits

- Alliance
- SUSAs
- Surface Unit
- Heavy Battleship
- Columbia-class
- Paddlewheel
- Flagship

### Special Rules

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

### Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Rocket Battery – F/P/S
- Heavy Broadside – P & S
- Broadside – P & S

### Options:

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- This Unit may replace any Rocket Battery with a Gun Battery for +5pts or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

- Rocket Battery – A/P/S
- Heavy Gun Battery – A/P/S

## COURONNE GRAND CARRIER

320 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	2	7	15	7	5	13	6
Crippled	4	3	2	7	14	5	3	12	9

### Unit Composition

- 1 Couronne Grand Carrier

### Traits

- Alliance
- French
- Surface Unit
- Grand Carrier
- Couronne-class
- Flagship

### Weapons

- Heat Lance – F
- Rocket Battery – F/P
- Rocket Battery – F/S
- Rocket Battery – A/P/S
- Heavy Rolling Broadside – P & S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

### 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

### Options:

- The Unit may take up to four Escort Tokens for +8pts each.
- This Unit may replace any Rocket Battery with a Gun Battery for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**LA DAME LIBERTÉ:** For +15pts this Unit may have a citadel mounted statue of the goddess Liberty. If upgraded in this manner, the Unit gains a Solex Generator and the Inspirational rule.



## MAGENTA LEVANT BATTLECRUISER

236 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	13	4	5	7	7
Crippled	3	6	3	7	12	3	4	7	4

*Named after the Alliance victory against the Imperium in 1859, the Magenta-class is the pride of Napoleon's levant fleet. These powerful battlecruisers are capable of hovering a hundred meters or more above the sea bringing their powerful heat lances or other weapons to bear.*

### Unit Composition

- 1 Magenta Levant Battlecruiser

### Traits

- Alliance
- French
- Skimming Unit
- Levant Battlecruiser
- Magenta-class
- Flagship

### Special Rules

- Agile
- Coordinated Support
- For Valour!
- Full Steam Ahead
- Heavy Firepower
- Levant Surge

### Weapons

- Gun Battery – F/P/S
- Heat Lance – F/P/S
- Heat Lance – A/P/S
- Heavy Rolling Broadside – P & S
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Aerial Torpedo Salvo - F

### Options:

- This Unit may replace any Gun Battery with a Torpedo Turret for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Unit may replace any Heat Lance with a Heavy Rocket Battery, or a Heavy Magnetic Bombard for free or a Heavy Gun Battery for -5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- This Model may alter their cost by -10 points and replace a single Heat Lance with an Atomic, Fury, Magnetic, Shield, Shroud, or Solex Generator.

## MARS HEAVY BATTLESHIP

270 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	7	6	13	9
Crippled	3	4	2	8	14	5	4	12	4

*The Mars-class heavy battleships are the pride of the League of Italian States. The Tetrarchy know the worth of these powerful vessels and not a single one weighs anchor unless they are convinced that it is Italy's needs and not the vainglorious of Napoleon that are best served by doing so.*

### Unit Composition

- 1 Mars Heavy Battleship

### Traits

- Alliance
- Italian
- Surface Unit
- Heavy Battleship
- Mars-class
- Flagship

### Special Rules

- Ablative Flank Armour
- Advanced Repair Facilities (1)
- Coordinated Support
- For Valour!
- Hammer Sweep
- Heavy Firepower

### Weapons

- Heavy Prow Ram - F
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/A
- Heavy Gun Battery – F/S/A
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

### Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +4pts or a Heat Lance for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each.



**MINERVA ASSAULT CARRIER**

**270 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	2	8	14	8	6	12	7
Crippled	4	4	2	7	12	5	4	11	7

*The Minerva-class provide Italian forces with a combination of mobile repair facility and strike carrier. This type of vessel is invaluable as part of taskforces deployed to support Alliance interests in the Socialist Unity of South America and other far flung crisis points.*

**Unit Composition**

- 1 Minerva Assault Carrier

**Traits**

- Alliance
- Italian
- Surface Unit
- Assault Carrier
- Minerva-class
- Flagship

**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

**Weapons**

- Rocket Battery – F/P
- Rocket Battery – 360
- Rocket Battery –360
- Heavy Broadside – P & S
- Torpedo Salvo - F

**Options:**

- The Unit may take up to four Escort Tokens for +8pts each.
- This Unit may replace any Rocket Battery with a Gun Battery for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**ORIFLAMME GRAND BATTLECRUISER**

**230 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	6	5	13	7
Crippled	3	5	2	7	13	4	3	12	4

*At the heart of the Alliance battleline can be found the Oriflamme Grand Battlecruiser. Thoroughly modernised from the hulls of aging Prince de Joinville-class Battleships, the Oriflamme are the pride of the Republic.*

**Unit Composition**

- 1 Oriflamme Grand Battlecruiser

**Traits**

- Alliance
- French
- Surface Unit
- Grand Battlecruiser
- Oriflamme-class
- Flagship

**Special Rules**

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

**Weapons**

- Heat Lance – F/P/S
- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Gun Battery – A/P/S
- Heavy Rolling Broadside – P & S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

**Options:**

- The Unit may replace its Heat Lance for a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arc of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace a single Heavy Gun Battery with a **Solex Generator** for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an **Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator**.
- The Unit may take up to three Escort Tokens for +8pts each.



**FESCH**

**245 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	6	5	14	7
Crippled	3	5	2	7	13	4	3	13	4

*Flagship of Commodore Jean-Claud Christin, the Fesch was second in the-class to be built after the ill-fated Oriflamme. The Fesch's heavy gun batteries were inherited from her sistership after the Oriflamme was destroyed by Corsican separatists during fit-out in 1864.*

**Unit Composition**

- 1 *Fesch*

**Traits**

- Alliance
- French
- Surface Unit
- Grand Battlecruiser
- Oriflamme-class
- Flagship
- Unique

**Weapons**

- Heavy Gun Battery - F/P/S
- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Gun Battery - A/P/S
- Heavy Rolling Broadside – P & S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

**Special Rules**

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

**Options:**

- The Unit may take up to four Escort Tokens for +8pts each.

**RICHELIEU**

**251 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	6	5	13	7
Crippled	3	5	2	7	13	4	3	12	4

*Captained by Marie-Claire Infernet, this infamous French warship is hated by the Crown after a lamentable encounter between the Richelieu and HMS Saint George which saw the British battleship lost with all hands, including the Queens beloved godson, the Viscount Belgrave.*

**Unit Composition**

- 1 *Richelieu*

**Traits**

- Alliance
- French
- Surface Unit
- Grand Battlecruiser
- Oriflamme-class
- Flagship
- Unique

**Weapons**

- Heat Lance – F/P/S
- Heat Lancette – F/P
- Heat Lancette – F/S
- Heavy Rolling Broadside – P & S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

**Special Rules**

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

**Options:**

- The Unit may take up to three Escort Tokens for +8pts each.





**SAINT-MICHEL LEVANT BATTLE CARRIER**

**220 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	13	4	5	7	5
Crippled	3	6	3	7	12	3	4	7	6

*An ardent patron of the sciences, President Louis-Napoleon Bonaparte provided a safe haven for the scientists and researchers, the fortress laboratory of Mont Saint-Michel. It was here that the Levant Generator was invented, and this-class was named in its honour. These Levant Battle Carriers have proven worthy of such a name.*

**Unit Composition**

- 1 Saint-Michel  
Levant Battle Carrier

**Weapons**

- Heat Lance – A/P/S
- Gun Battery – F/P/A
- Gun Battery – F/S/A

**Special Rules**

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

**Traits**

- Alliance
- French
- Skimming Unit
- Levant Battle Carrier
- Saint-Michel-class
- Flagship

**Options:**

- This Unit may replace any Gun Battery with a Rocket Battery for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Unit may replace its Heat Lance with a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arc of the weapon it replaces.
- This Unit may alter their cost by -10 points and replace a Heat Lance with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**LE PHÉNIX**

**248 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	13	4	5	7	5
Crippled	3	6	3	7	12	3	4	7	6

**Unit Composition**

- 1 Le Phénix

**Weapons**

- Heat Lancette – F/P/A
- Heat Lancette – F/S/A

**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

**Traits**

- Alliance
- French
- Skimming Unit
- Levant Battle Carrier
- Saint-Michel-class
- Flagship
- Unique



**VIRGINIA ASSAULT BATTLESHIP**

**270 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	17	6	5	14	10
Crippled	3	3	2	8	17	5	4	13	4

*The navy of the Socialist Unity of South America is proud that several Confederate captains with their mighty Virginia-class Assault Battleships joined their cause at the end of the Ore War. Now these stalwart warships sail to battle once again, launching Talon multi-mission Autogyro teams in daring assaults against the northern oppressors.*

**Unit Composition**

- 1 Virginia Assault Battleship

**Traits**

- Alliance
- SUSAs
- Surface Unit
- Assault Battleship
- Virginia-class
- Paddlewheel
- Flagship

**Special Rules**

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

**Weapons**

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Rocket Battery – F/P/S
- Rocket Battery – A/P/S
- Heavy Broadside – P & S
- Broadside – P & S

**Options:**

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- This Unit may replace any Rocket Battery with a Gun Battery for +5pts or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.



# SURFACE UNITS

## AUXILIA FAST CRUISER

96 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	4	6	13	3	3	6	4
Crippled	2	7	3	6	11	2	2	4	3

*Powerful Isotta Fraschini engines enable the Auxilia to reach enviable top speeds. Built along with many of the Italian fleet in the Castellammare di Stabia, the Auxilia-class are found in large numbers throughout the Alliance.*

### Unit Composition

- 1 Auxilia Fast Cruiser

### Traits

- Alliance
- Italian
- Surface Unit
- Fast Cruiser
- Auxilia-class

### Special Rules

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

### Weapons

- Prow Ram - F
- Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace a single Heavy Gun Battery with a **Solex Generator** for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an **Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator**.
- Any Model in the Unit may take **Scutum Mine Launcher** for +10pts per Model.

**Squadron:** This Unit may include up to two additional models at a cost of +96pts per Model.

## CESTUS ZEBEK

60 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	7	5	10	3	2	5	2

*Cestus zebeks are often tasked to defend the flanks of Alliance fleets as well as grouping their attacks against key targets of opportunity.*

### Unit Composition

- 2 Cestus Zebek

### Traits

- Alliance
- Italian
- Surface Unit
- Zebek
- Cestus-class

### Special Rules

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

### Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S

**Squadron:** This Unit may include up to four additional models at a cost of +30pts per Model.



## CHARLEMAGNE HEAVY CRUISER

135 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	12	4	4	8	4
Crippled	2	6	3	6	11	2	2	8	4

*The Charlemagne heavy cruisers are amongst the most powerful-class seagoing vessels in the French Navy. Successful Captaincy of a Charlemagne is seen by the French Admiralty as essential for future promotion prospects.*

### Unit Composition

- 1 Charlemagne Heavy Cruiser

### Traits

- Alliance
- French
- Surface Unit
- Heavy Cruiser
- Charlemagne-class

### Special Rules

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

### Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Gun Battery – A/P/S
- Heavy Rolling Broadside – P&S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

### Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

**Squadron:** This Unit may include up to two additional models at a cost of +135pts per Model.

## CHEVALIER CRUISER

107 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	3	3	7	4
Crippled	2	6	3	6	11	2	2	7	4

*Able to launch screens of torpedoes in a wide range of fire arcs, as well as lay down heat lances or rocket batteries, when necessary, the Chevalier make for dependable frontline squadrons.*

### Unit Composition

- 1 Chevalier Cruiser

### Traits

- Alliance
- French
- Surface Unit
- Cruiser
- Chevalier-class

### Special Rules

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

### Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Rolling Broadside – P&S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

### Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

**Squadron:** This Unit may include up to two additional models at a cost of +107pts per Model.



## ECUYERE FRIGATE

108 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	8	5	10	3	2	4	2

*Named after the Ecuycere, a fast courier ship that brought Louis Napoleon back to Arenenberg from New York to see his mother before she died. Multiple squadrons of these stalwart craft often accompany Alliance Battlefleets.*

### Unit Composition

- 4 Ecuycere Frigates

### Traits

- Alliance
- French
- Surface Unit
- Frigate
- Ecuycere-class

### Special Rules

- Attached Unit
- Coordinated Support
- Corvette Duty
- For Valour!
- Reinforced Waterline

### Weapons

- Gun Battery – F/P/S
- Picket Broadside – P&S

**ATTACHED UNIT (FRENCH):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +27pts per Model.

## ELVAS OFFSHORE SUPPORT PLATFORM

68 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

*Seasoned Portuguese mariners work alongside skilled engineers and maintenance crews drawn from across the Alliance aboard the Elvas Offshore Support Platforms. Rarely deployed alone, these are often supported by Vasco Battle Platforms or Escorts.*

### Unit Composition

- 1 Elvas Offshore Support Platform

### Traits

- Alliance
- Portuguese
- Surface Unit
- Offshore Support Platform
- Elvas-class

### Special Rules

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

### Weapons

- Gun Battery - 360
- Gun Battery - 360

### Options:

- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each.

**Squadron:** This Unit may include up to two additional models at a cost of +68pts per Model.



**GETTYSBURG HEAVY MONITOR**

**121 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	12	3	3	8	5
Crippled	2	6	3	6	12	3	3	7	4

*Gettysburg heavy monitors are showing their age after nearly two decades of war. Electrical problems make their facilities sparse, though the rugged design of these ships along with their lengthy battle honours make their crews extremely loyal to these veteran warships.*

**Unit Composition**

- 1 Gettysburg Heavy Monitor

**Traits**

- Alliance
- SUSA
- Surface Unit
- Heavy Monitor
- Gettysburg-class
- Paddlewheel

**Special Rules**

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Full Steam Ahead
- Minesweeper
- Rebel Yell
- Reliable Design
- Shallow Draught

**Weapons**

- Heavy Gun Battery – F/P/S
- Gun Battery – F/P/S
- Gun Battery – A/P/S
- Heavy Broadside – P&S

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

**Squadron:** This Unit may include up to two additional models at a cost of +121pts per Model.

**GLADIUS STRIKE CRUISER**

**100 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	3	3	6	4
Crippled	2	7	3	6	11	2	2	4	4

*Pride of the Castellammare di Stabia shipyards, the Gladius is a superb vessel. Optimised for long sea voyages with comfortable crew berths and excellent fresh-water reclamation systems, the Gladius is a popular assignment in the Regia Marina.*

**Unit Composition**

- 1 Gladius Strike Cruiser

**Traits**

- Alliance
- Italian
- Surface Unit
- Strike Cruiser
- Gladius-class

**Special Rules**

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

**Weapons**

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S

- Broadside – P&S
- Torpedo Salvo - F

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- Any Model in the Unit may take Scutum Mine Launcher for +10pts per Model.

**Squadron:** This Unit may include up to two additional models at a cost of +100pts per Model.



## JUPITER SUPPORT CARRIER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	3	3	4	3
Crippled	2	7	3	6	11	2	2	3	5

*Before joining the Alliance, the Italians made little use of aircraft. When the Tetrarchy joined in 1856, the designs for the Republique's new Malinois strike fighter were amongst the first to be shared. The Jupiter-class makes use of this excellent jet aircraft and has ensured that the finest traditions of the Italian Navy are carried into this new era of warfare.*

### Unit Composition

- 1 Jupiter Support Carrier

### Traits

- Alliance
- Italian
- Surface Unit
- Support Carrier
- Jupiter-class

### Special Rules

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

### Weapons

- Prow Ram - F
- Broadside - P&S
- Torpedo Salvo - F

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

## LOIRE LIGHT CRUISER

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	12	3	3	6	4
Crippled	2	7	3	6	11	2	2	5	3

*Loire light cruisers are at the forefront of Alliance Battlefleets and as such often the first to engage with the enemy. They provide screening and reconnaissance for the rest of the battlefleet and any commodore worth his salt will know how to make best use of any Loire's under their command.*

### Unit Composition

- 1 Loire Light Cruiser

### Traits

- Alliance
- French
- Surface Unit
- Light Cruiser
- Loire-class

### Special Rules

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

### Weapons

- Heavy Gun Battery - F/P/S
- Gun Battery - A/P/S
- Rolling Broadside - P&S
- Torpedo Turret - F/P/A
- Torpedo Turret - F/S/A

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace a single Heavy Gun Battery with a **Solex Generator** for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an **Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator**.
- Any Model in the Unit may replace any Gun Battery with a **Torpedo Turret** for free, **Rocket Battery** for +3pts or a **Heat Lancette** for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**Squadron:** This Unit may include up to two additional models at a cost of +90pts per Model.



**LES RATONS LAVEURS**

**310 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	12	3	3	8	4
Crippled	2	7	3	6	11	2	2	7	3

*Led by Commandant Anne Christy-Pallière, this squadron of Loire-class light cruisers are adept at subterfuge and precision strikes, their mounting successes giving rise to their nickname in both the French navy and beyond.*

**Unit Composition**

- 1 Tyrannicide
- 1 Dessaix
- 1 Severe

**Traits**

- Alliance
- French
- Surface Unit
- Light Cruiser
- Loire-class
- Unique

**Weapons**

- Heavy Gun Battery – F/P/S
- Gun Battery – A/P/S
- Rolling Broadside – P&S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

**Special Rules**

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

**PEREIRA HEAVY PLATFORM**

**160 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	0	0	5	12	5	5	11	6
Crippled	3	0	0	5	10	4	4	10	6

*Built on the common design for Heavy Offshore Platforms found around the globe, the Portuguese Merchant Navy reinforced these trading posts to incorporate the latest Alliance armaments and defensive systems. These armoured atolls are part trade post and part heavy fortification, ideally suited for holding contested waters for Portugal and the Alliance.*

**Unit Composition**

- 1 Pereira Heavy Platform

**Traits**

- Alliance
- Portuguese
- Surface Unit
- Heavy Platform
- Pereira-class

**Special Rules**

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

**Weapons**

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/S

- Heavy Gun Battery – A/P

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts, Torpedo Turret for +13pts or a Heat Lancette for +15pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Magnetic, Shield or Shroud Generator for +2.5pts.
- The Unit may take up to two Escort Tokens for +8pts each.





**PICARDY LITTORAL MONITOR**

**85 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	3	3	8	4
Crippled	2	6	3	6	11	2	2	7	3

*Originally called Picardie, the region this was changed to the more Anglo-centric spelling in France since the Northern War of Bread and Eggs in 1644. Interestingly while the Archives Nationales have papers extending back to the 1700s that refer to it as Picardy, the Crown still spell it as Picardie, no doubt there is a reason lost to time for this.*

**Unit Composition**

- 1 Picardy Monitor

**Traits**

- Alliance
- French
- Surface Unit
- Littoral Monitor
- Picardy-class

**Special Rules**

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

**Weapons**

- Heavy Gun Battery – F/P/S
- Rolling Broadside – P&S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace a single Heavy Gun Battery with a **Solex Generator** for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an **Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator**.

**Squadron:** This Unit may include up to two additional models at a cost of +85pts per Model.

**PILUM MONITOR**

**85 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	3	3	7	4
Crippled	2	7	3	6	11	2	2	4	3

*Crews of Pilum monitors are reminded that they are often the last line of defence for civilians and as such are assigned from recruits bailing from inland towns and cities of Italy. This ensures they understand what is truly at stake should an enemy vessel get past them and into Alliance territory.*

**Unit Composition**

- 1 Pilum Monitor

**Traits**

- Alliance
- Italian
- Surface Unit
- Monitor
- Pilum-class

**Special Rules**

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

**Weapons**

- Prow Ram - F
- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace a single Heavy Gun Battery with a **Solex Generator** for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an **Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator**.
- Any Model in the Unit may take **Scutum Mine Launcher** for +10pts per Model.

**Squadron:** This Unit may include up to two additional models at a cost of +85pts per Model.



**PUGIO DESTROYER**

**80 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	7	5	12	3	2	4	3

*Tough and potent for their size, packs of Pugio destroyers can be found in the vanguard of most Italian battlefleets.*

**Unit Composition**

- 2 Pugio Destroyers

**Traits**

- Alliance
- Italian
- Surface Unit
- Destroyer
- Pugio-class

**Special Rules**

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

**Weapons**

- Gun Battery – F/P/S
- Gun Battery – A/P/S
- Light Broadside – P&S

**Options:**

- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret or Rocket Battery for +4pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**Squadron:** This Unit may include up to four additional models at a cost of +40pts per Model.

**PROVIDENCE MERCHANTMAN**

**55 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	12	3	3	6	4
Crippled	2	5	3	6	11	3	3	5	4

*For decades, the Providence-class has supplied equipment and material around the Union and beyond. In this climate of increasing global tensions, these merchantmen are tasked with accessing difficult logistics and supply routes. The work of the Providence-class and their crews are essential for a young expanding nation with the world arrayed against them.*

**Unit Composition**

- 1 Providence Merchantman

**Traits**

- Alliance
- SUSAs
- Surface Unit
- Merchantman
- Providence-class
- Paddlewheel

**Special Rules**

- Attached Unit
- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Rebel Yell
- Reliable Design
- Shallow Draught
- Useful Freight

**Weapons**

- Gun Battery – F/P/S
- Gun Battery – A/P/S
- Broadside – P&S

**Options:**

- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**ATTACHED UNIT (SUSA):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.



## SARATOGA LITTORAL CRUISER

121 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	12	3	3	6	4
Crippled	2	6	3	6	12	3	3	5	4

*Saratoga-class vessels are capable littoral cruisers or the Socialist Unity of South America. Their rear landing pads are used to deploy squads of Terminator assault troops aboard Pitcairn-Cierva manufactured Talon multi-mission autogyros.*

### Unit Composition

- 1 Saratoga Littoral Cruiser

### Traits

- Alliance
- SUSAs
- Surface Unit
- Littoral Cruiser
- Saratoga-class
- Paddlewheel

### Special Rules

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

### Weapons

- Heavy Gun Battery – F/P/S
- Gun Battery – F/P/S
- Broadside – P&S

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a [Heavy Magnetic Bombard](#) for +4pts or a [Heat Lance](#) for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**Squadron:** This Unit may include up to two additional models at a cost of +121pts per Model.

## SCORPIO ARTILLERY CRUISER

132 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	3	3	5	4
Crippled	2	7	3	6	11	2	2	4	4

*The Rostratum ballista is one of the largest naval weapons used by the Italian Navy. Launching explosive tipped warheads on a Sturginium alloy shaft, the weapon gives the Scorpio artillery cruiser remarkable penetrative power.*

### Unit Composition

- 1 Scorpio Artillery Cruiser

### Traits

- Alliance
- Italian
- Surface Unit
- Artillery Cruiser
- Scorpio-class

### Special Rules

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

### Weapons

- Prow Ram - F
- Rostratum Naval Ballista - F
- Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

### Options:

- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**Squadron:** This Unit may include an additional model at a cost of +132pts per Model.



## SPATHA ATTACK CRUISER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	3	3	6	4
Crippled	2	7	3	6	11	2	2	4	4

*Used where other nations might deploy a heavy cruiser, the Spatha is a naval brawler. Capable of exchanging fire with powerful enemy vessels and holding their own, the Spatha crews prefer to do so while closing to ramming range.*

### Unit Composition

- 1 Spatha Attack Cruiser

### Traits

- Alliance
- Italian
- Surface Unit
- Attack Cruiser
- Spatha-class

### Special Rules

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

### Weapons

- Prow Ram - F
- Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P&S
- Torpedo Salvo - F

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +8pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace a single Heavy Gun Battery with a Solex Generator for free or reduce their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- Any Model in the Unit may take Scutum Mine Launcher for +10pts per Model.

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

## SPRINGFIELD CORVETTE

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	7	5	10	3	2	6	2

*Corvettes are one of the smallest-classifications of vessel in the fleet, with disproportionately powerful armament for their tonnage. The Springfield-class has been in service for nearly twenty years, serving with distinction in the fleets of both the Union and the Confederacy.*

### Unit Composition

- 4 Springfield Corvettes

### Traits

- Alliance
- SUSA
- Surface Unit
- Corvette
- Springfield-class
- Paddlewheel

### Special Rules

- Attached Unit
- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Corvette Duty

### Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S

**ATTACHED UNIT (SUSA, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to four additional models at cost of +25pts per Model.



**SUMTER LANDING SHIP**

**83 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	12	2	2	7	4
Crippled	2	6	3	6	10	2	2	6	4

Replicating a similar effort by the Union, the Arsenal de Marinha da Corte shipyard in Rio de Janeiro retrofitted the hulls of dozens of Providence-class vessels as Sumter-class landing ships. Designed to rapidly move troops and armour to key strike points, the Sumter also made use of the trusty Talon multi-mission autogyros to make assaults in support of landings.

**Unit Composition**

- 1 Sumter Landing Ship

**Traits**

- Alliance
- SUSA
- Surface Unit
- Landing Ship
- Sumter-class
- Paddlewheel

**Special Rules**

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

**Weapons**

- Gun Battery – F/P/S
- Broadside – P&S

**Options:**

- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**Squadron:** This Unit may include up to two additional models at a cost of +83pts per Model.

**VASCO BATTLE PLATFORM**

**55 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

The Alliance makes use of these Portuguese armed platforms to maintain a static defence of resource rich regions of the seas, to protect shipping lanes and reinforce disputed territorial claims.

**Unit Composition**

- 1 Vasco Battle Platform

**Traits**

- Alliance
- Portuguese
- Surface Unit
- Battle Platform
- Vasco-class

**Special Rules**

- Attached Unit
- Coordinated Support
- Forward Deployment
- Heavy Escort
- Immobility
- Strategic Asset

**Weapons**

- Heavy Gun Battery - 360

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts, Torpedo Turret for +13pts or a Heat Lancette for +15pts. Each weapon has a 360 degree Fire Arc. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +8pts each.

**ATTACHED UNIT (PORTUGUESE):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +55pts per Model.



**VULCAN REPAIR SHIP**

**75 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	3	3	4	4
Crippled	2	7	3	6	11	2	2	3	4

*The Italians make the maintenance of their extensive navy a key tenet of their doctrine. Though several vessels have onboard repair facilities, the Vulcan sees deployment in large numbers as the primary maintenance vessel of the Italian navy.*

**Unit Composition**

- 1 Vulcan Repair Ship

**Traits**

- Alliance
- Italian
- Surface Unit
- Repair Ship
- Vulcan-class

**Special Rules**

- Ablative Flank Armour
- Advanced Repair Facilities (2)
- Coordinated Support
- For Valour!

**Weapons**

- Prow Ram - F
- Broadside – P&S
- Torpedo Salvo - F

**ATTACHED UNIT (ITALIAN):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.



# SKIMMING UNITS

## CHASSEUR LEVANT STRIKE CRUISER

123 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	11	4	5	7	4
Crippled	2	7	3	6	10	3	4	7	3

*With the creation of the Magenta-class, a new generation of levant cruiser was required to act as part of a levant battlefleet or independently in powerful strike squadrons. The Chasseur was developed with the latest in Emmanuelle Voliere's engineering breakthroughs to create the most manoeuvrable and heavily armed levant cruiser.*

### Unit Composition

- 1 Chasseur Levant Strike Cruiser

### Traits

- Alliance
- French
- Skimming Unit
- Levant Strike Cruiser
- Chasseur-class

### Special Rules

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

### Weapons

- Gun Battery – F/P/S
- Heavy Rocket Battery – F/P/S
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Rolling Broadside P&S

### Options:

- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace its Heavy Rocket Battery with a Heavy Gun Battery or **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may replace a single Heavy Rocket Battery with an **Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator** for free.

**Squadron:** This Unit may include up to two additional models at a cost of +123pts per Model.

## FURIEUX LEVANT GRAND CORVETTE

134 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	11	5	5	12	4
Crippled	2	7	3	6	10	4	4	7	3

*The Furieux-class originally began as a much smaller vessel more befitting the corvette designation. Over time her specifications and the requirements grew until it was necessary for a new-classification to be applied. This 'Grand Corvette' is a formidable vessel acting as close naval support as well as rapidly launching legionnaire assaults.*

### Unit Composition

- 1 Furieux Levant Grand Corvette

### Traits

- Alliance
- French
- Skimming Unit
- Levant Grand Corvette
- Furieux-class

### Special Rules

- Agile
- Attached Unit
- Coordinated Support
- Corvette Duty
- For Valour!
- Full Steam Ahead
- Landing Vessel
- Legionnaire Assault Pods
- Levant Surge

### Weapons

- Gun Battery – F/P/S
- Heavy Rocket Battery F/P/S
- Gun Battery – F/P/A
- Gun Battery – F/S/A

### Options:

- Any Model in the Unit may replace its Heavy Rocket Battery with a Heavy Gun Battery or **Heavy Magnetic Bombard** for +4pts or a **Heat Lance** for +6pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free, or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model may replace a single Heavy Rocket Battery with an **Atomic, Magnetic, Shield, Shroud or Solex Generator** for free, or a **Fury Generator** for +5pts.

**ATTACHED UNIT (FRENCH, FLAGSHIP, SKIMMING UNIT):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +134pts per Model.



**VOLIERE LEVANT STRIKE CARRIER**

**134 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	11	4	5	7	3
Crippled	2	7	3	5	10	3	4	7	4

*Named after Emmanuelle Voliere, the inventor of the Levant Generator, the latest generation of Levant vessel for the French navy combines an impressive compliment of Malinois strike fighter craft along with pinion mounted gun batteries to support the squadron's attack.*

**Unit Composition**

- 1 Voliere Levant Strike Carrier

**Weapons**

- Gun Battery – F/P/A
- Gun Battery – F/S/A

**Traits**

- Alliance
- French
- Skimming Unit
- Levant Strike Carrier
- Voliere-class

**Options:**

- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for +4pts, or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**Squadron:** This Unit may include up to two additional models at a cost of +134pts per Model.

**Special Rules**

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





# SUBMERGED UNITS

## EPAULARD ARTILLERY SUBMARINE

**74 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	7	4	10	1	3	3	3

*The tactical counterpart to the Sirene-class, the Epaulard uses false trails and its secretive deployment to surface at a distance and employ its magnetic bombard to deadly effect.*

**Unit Composition**

- 2 Epaulard Artillery Submarines

**Weapons**

- Magnetic Bombard – F

**Special Rules**

- Agile
- Coordinated Support
- [Deep Dive](#)
- For Valour!
- Shadow Hunter
- Spotter

**Traits**

- Alliance
- French
- Submerged Unit
- Artillery Submarine
- Epaulard-class

**Squadron:** This Unit may include up to four additional models at a cost of +37pts per Model.

## SAGITTA HUNTER SUBMARINE

**82 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	7	7	4	10	1	3	3	3

*Developed from the French Sirene-class, the Sagitta hunter submarine is a radical overhaul of the design by Italian shipwrights. The prow is enlarged significantly to launch an impressive salvo of torpedoes while the dorsal plating is designed to deploy sea mines.*

**Unit Composition**

- 2 Sagitta Submarines

**Weapons**

- Torpedo Salvo – F

**Special Rules**

- Agile
- Auxiliary Mine Layer
- Coordinated Support
- [Deep Dive](#)
- For Valour!
- Pack Hunter

**Traits**

- Alliance
- Italian
- Submerged Unit
- Hunter Submarine
- Sagitta-class

**Squadron:** This Unit may include up to three additional models at a cost of +41pts per Model.

## SIRENE ATTACK SUBMARINE

**80 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	7	4	10	1	3	3	3

*Part of Napoleon's modernisation of the French navy, the Sirene is a powerful attack vessel able to close undetected until it surfaces with its deadly heat Lancette in range to do maximum damage to the enemy.*

**Unit Composition**

- 2 Sirene Submarines

**Weapons**

- Heat Lancette – F

**Special Rules**

- Agile
- Coordinated Support
- [Deep Dive](#)
- For Valour!
- Forward Deployment
- Strategic Withdrawal

**Traits**

- Alliance
- French
- Submerged Unit
- Attack Submarine
- Sirene-class

**Squadron:** This Unit may include up to four additional models at a cost of +40pts per Model.



## ALLIANCE WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the model is Battle Ready. Values shown in red are used if the model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Aerial Torpedo Salvo	7 (2)	7 (4)	7 (4)	Aerial, Torpedo, High Velocity
	5 (-)	4 (3)	4 (3)	Aerial, Torpedo, High Velocity
Broadside	6 (3)	3 (2)	-	Fusillade, Broadside
	4 (2)	2 (1)	-	Fusillade, Broadside
Flak Broadside	5 (3)	4 (2)	-	Broadside, Sustained (Aerial Units)
	4 (2)	3 (1)	-	Broadside, Sustained (Aerial Units)
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	4 (2)	-	Gunnery
Heat Lance	9 (5)	7 (4)	5 (3)	Gunnery, Hazardous, Devastating
	7 (4)	5 (3)	3 (2)	Gunnery, Hazardous, Devastating
Heat Lancette	7 (4)	5 (3)	-	Gunnery, Hazardous, Devastating
	5 (3)	3 (2)	-	Gunnery, Hazardous, Devastating
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
Heavy Flak Broadside	10 (6)	8 (4)	-	Broadside, Sustained (Aerial Units)
	7 (4)	5 (3)	-	Broadside, Sustained (Aerial Units)
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Magnetic Bombard	-	8 (4)	8 (4)	Magnetic, Extreme Range
	-	4 (2)	4 (2)	Magnetic, Extreme Range
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 8, Piercing
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (3)	6 (3)	Aerial
Heavy Rolling Broadside	6 (5)	3 (3)	-	Fusillade, Broadside, Sustained
	4 (4)	2 (2)	-	Fusillade, Broadside, Sustained
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Light Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Magnetic Bombard	-	5 (3)	5 (3)	Magnetic, Extreme Range
	-	3 (2)	3 (2)	Magnetic, Extreme Range
Rostratum Naval Ballista	-	12 (7)	12 (7)	Gunnery, Piercing, Magnetic, Extreme Range
	-	8 (5)	8 (5)	Gunnery, Piercing, Magnetic, Extreme Range
Picket Broadside	3 (2)	-	-	Fusillade, Broadside, Sustained
	-	-	-	-
Prow Ram	-	-	-	Ramming 6, Piercing
	-	-	-	Ramming 5, Piercing
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Rolling Broadside	4 (3)	-	-	Fusillade, Broadside, Sustained
	3 (3)	-	-	Fusillade, Broadside, Sustained
Thermal Cluster Bombs	9 (-)	-	-	Torrent, Hazardous, Bomb
	9 (-)	-	-	Torrent, Hazardous, Bomb
Torpedo Turret	5 (2)	5 (3)	5 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	3 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range