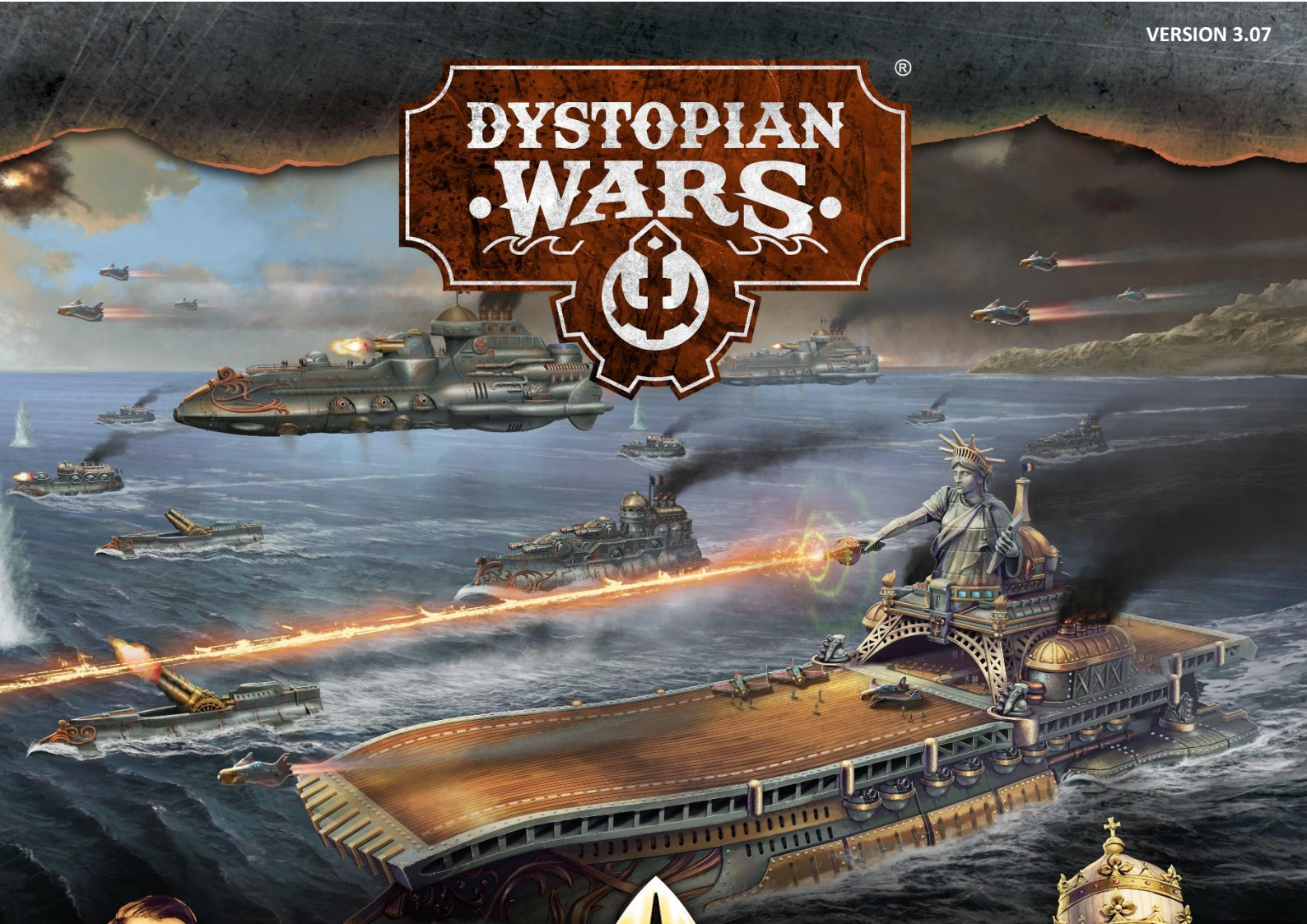


DYSTOPIAN WARS.



ALLIANCE

ORBAT

ORDER OF BATTLE



THE LATIN ALLIANCE

ORDER OF BATTLE

V3.07

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	11
Couronne Grand Carrier	1	320	11
Gotham Assault Carrier	1	260	12
Magenta Levant Battlecruiser	1	236	12
Mars Heavy Battleship	1	270	13
Minerva Assault Carrier	1	270	13
Oriflamme Grand Battlecruiser	1	230	14
Saint-Michel Levant Battle Carrier	1	220	14
Vauban Sky-Fortress	1	345	15
<i>La République</i>	1	345	15
Virginia-class Assault Battleship	1	270	16
<i>Atlanta</i>	1	300	16
SURFACE			
Auxilia Fast Cruiser	1-3	96	17
Cestus Zebek	2-4	30*	17
Charlemagne Heavy Cruiser	1-3	125	18
Chevalier Cruiser	1-3	102	18
Ecuyere Frigate	4-6	27*	19
Elvas Offshore Support Platform	1-3	68	19
Francisco Battlecruiser	1-2	208	20
Gettysburg Heavy Monitor	1-3	121	20
Gladius Strike Cruiser	1-3	100	21
Jupiter Support Carrier	1-3	130	21
Loire Light Cruiser	1-3	90	22
<i>Les Ratons Laveurs</i>	3	310*	22
Pereira Heavy Platform	1	160	23
Picardy Littoral Monitor	1-3	85	23

SURFACE (cont.)			
Pilum Monitor	1-3	85	24
Providence Merchantman	1	62	24
Pugio Destroyer	2-6	40*	25
Salvador Battlecruiser	1-2	172	25
Saratoga Littoral Cruiser	1-3	109	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
Titan Mass Conveyor	1	100	28
Vasco Battle Platform	1-3	55	29
Vulcan Repair Ship	1	75	29
AERIAL			
Alma Levant Support Cruiser	1-2	102	30
Chasseur Levant Strike Cruiser	1-3	120	30
Dieppe Levant Solex Cruiser	1-3	114	31
Furieux Levant Grand Corvette	1-3	122	31
Gascony Levant Merchantman	1-3	95	32
Honneur Levant Destroyer	2-5	46*	32
Lyon Levant Heavy Cruiser	1-3	116	33
Marseille Levant Bomber Carrier	1-3	120	33
Voliere Levant Strike Carrier	1-3	120	34
SUBMERGED			
Epaulard Artillery Submarine	2-6	37*	35
Sagitta Hunter Submarine	2-5	41*	35
Sirene Attack Submarine	2-6	40*	35

*See ORBAT entry for more details.



SPECIAL RULES

Some Units have special rules that are listed in their Unit profiles in this ORBAT.

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.

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.

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.

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.

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.

BOMBARDMENT (X): Models in this Unit may re-roll blanks when shooting at Ground Units or Surface Units with weapons that have the Quality indicated in brackets.

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.

DECEPTIVE DEPLOYMENT: 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. If any Units with this rule also has one or more Shroud Generators, then it gains the Vanguard rule.

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.

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 FIRE (X): When this Unit makes an Attack that includes an indicated Quality, it receives +2 Action Dice and may re-roll Blank results. This may only be used once per Quality each Activation.

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.

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 R7j- 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.

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.

HUNTER (X): To use this rule this Unit must be at least at its minimum Unit size. Once per Activation, this Unit gains +1 to an Assault or Attack Action Dice Pool for each Model with this rule that contributes to the Dice Pool provided that the Initial target has the Trait in brackets indicated by this 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 Sturginium 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: 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 in contact with the Landing Point must immediately place a number of Ground Assault Tokens equal to its Mass in a stack within 5” of the Landing Point on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model up to 2” from the Landing Point in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter. Landing Vessels may increase their Fray when launching an Assault, equal to their Mass.

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: This Unit may make a Levant Surge as an Action in the Special Operations phase of the round. For the remainder of that Round, the Unit is Obscured and doubles its Drift. It may not make Assault Actions or any other Special Operations Actions.

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: As a Special Operations Action, 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).

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.

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.

MARK OF FATE: Once during each Round, you may attempt to Cancel a Valour Effect provided this Unit has at least one Battle Ready Model in the Play Area. You may make further attempts to Cancel a Valour Effect in that same Round using this rule, but this Unit gains a Level of Disorder each additional attempt.

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.

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.

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 +2 SDV, +2 ADV and the Powerslide rule. 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.

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 it is at least 10" from any Deployment Zone.

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

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.

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.

SILENT STALKER: Units with this rule may be deployed at the start of an Encounter as a Silent Stalker. 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. Units deploying with Silent Stalker gain the Homing Quality to any Attacks with the Torpedo Quality until the end of that Round.



SOLEX GENERATOR: This Generator gives the Sustained Quality to any Alliance Heat Lance, Alliance 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 Alliance Heat Lancette weapon profile.

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.

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.

TALON ASSAULT: As a Special Operations Action that may be made by this Unit, this Unit may place a single stack up to 30" away consisting of a number of Talon Autogyro Tokens equal to the Mass of each Model in the Unit. When placed in contact with an enemy Model they count as Assault Tokens instead with the following rules. At the beginning of the End Phase, before SRS Resolution, each Assault Token contribute 5 Action Dice to an Assault against that Initial Target. The Assault Tokens in base contact form a single stack and count as the Assaulting Model, and they ignore Counter Assaults. Alternatively, as a Valour Effect, a single stack using this rule may be placed in contact with a Landing Point on Ground Terrain. These Talon Autogyro Tokens count as Ground Assault Tokens and are resolved as normal. All Talon Autogyro Tokens in the Play Area are discarded in the Maintenance Step of the End Phase, including if used as Ground Assault Tokens.

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.

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



ARC GENERATOR



ATOMIC GENERATOR



CHRONO GENERATOR



FURY GENERATOR



GREAT WALL GENERATOR



INTERPHASE GENERATOR



LANGSAM GENERATOR



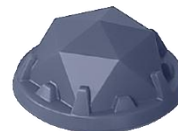
MAGMA GENERATOR



MAGNETIC GENERATOR



MIRAGE GENERATOR



NULL-CLONE GENERATOR



PORTAL GENERATOR



REPULSION FIELD GENERATOR



SHIELD GENERATOR



04 April 2025 SHROUD GENERATOR

6
SOLEX GENERATOR

TRIDENT 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 Deceptive Deployment moves have been made, Units in this Battlefleet may be redeployed within their Deployment Zone up to 3" provided that their new position is closer to the enemy Deployment Zone than before this redeployment. Each Unit in this Battlefleet may only be redeployed once.

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
 	MUST include only ONE	Flagship must have the Alliance Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE of either and may include a further THREE.	Surface Units must have the Alliance Trait
 	May include only ONE	Submerged Unit must have the Alliance Trait.
 	May include up to TWO	Aerial Unit must have the Alliance Trait.

BONUS:

- None, unless the Force already includes another Main Battlefleet, then it MAY take the Strategic Reserves Battlefleet Bonus.

FRENCH FRONTLINE BATTLEFLEET

MAIN BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the French and Flagship Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the French Trait. Multiple Chevalier-class , Loire-class and Ecuyere-class Units may be included.
 	May include only ONE	Submerged Unit must have the French Trait.
 	May include up to TWO	Aerial Units must have the French Trait.

BONUS:

- Command Override

ALLIANCE FORTIFICATIONS BATTLEFLEET

SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must be a Pereira Heavy Platform Unit, which gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Immobile rule. Multiple Vasco Battle Platform Units may be included.







BONUS:

- Preliminary Survey









FRENCH LEVANT BATTLEFLEET

SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Magenta-class , Saint Michel-class or Vauban-class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further FOUR.	Aerial Units must have the French Trait. Multiple Chasseur-class and Honneur-class Units may be included.
 	May include only ONE	Submerged Unit must have the French Trait.
BONUS:		
<ul style="list-style-type: none"> • Sabre Rattle 		







ITALIAN FRONTLINE BATTLEFLEET

MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Lorica-class , Mars-class , or Minerva-class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further FOUR.	Surface Units must have the Italian Trait. Multiple Gladius-class and Cestus-class Units may be included.
 	May include only ONE	Submerged Unit must have the Italian Trait.
BONUS:		
<ul style="list-style-type: none"> • Sabre Rattle 		

ITALIAN SUPPORT BATTLEFLEET









SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Minerva-class or Tiber-class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include TWO and may include a further TWO.	Surface Units must have the Italian Trait. Multiple Pugio-class Units may be included.
 	May include up to TWO	Submerged Units must have the Italian Trait. Multiple Sagitta-class Units may be included.
BONUS:		
<ul style="list-style-type: none"> • Valorous Conduct 		



SUSA BATTLEFLEET

SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Columbia-class , Gotham-class , or Virginia-class Trait. Alternatively, a unit of two Models with the Salvador-class Trait may be included and they gain the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further FOUR.	Surface Units must have the SUSA Trait. Multiple Titan-class , Gettysburg-class and Springfield-class Units may be included.
 	May include only ONE	Submerged Unit must have the SUSA Trait.
 	May include only ONE	Aerial Unit must have the SUSA 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.
- Units with the **Titan-class** Trait gain the **SUSA** Trait and 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.

Black Wolf (See *Commonwealth ORBAT*)

Crimson League (See *Sultanate ORBAT*)

Honourable Eclipse Company (See *Union ORBAT*)

Nautilus (See *Crown ORBAT*)

Scions of Jutland (See *Imperium ORBAT*)

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

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

Options:

- The Unit may take up to four Escort Tokens for +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +4pts or an Alliance 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, Shield or Shroud Generator.

COURONNE GRAND CARRIER

320 POINTS

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

Clad in cutting-edge alloys, the Couronne Grand Carrier bristles with Malinois Strike Fighters. Their pilots, honed in recon and mine-clearing, stand ready to unleash their fury. But the Couronne is more than just a warship; many are adorned with a proud effigy of La Dame Liberte, a symbol of unwavering resolve sweeping into battle.

Unit Composition

- 1 Couronne Grand Carrier

Traits

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

Weapons

- Alliance 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!
- Heavy Firepower
- Maritime Patrol
- Mark of Fate
- Protected Gun Crews
- SRS Capacity 10/6
- SRS Mine Clearance
- SRS Recon

Options:

- The Unit may take up to four Escort Tokens for +5pts each.
- This Unit may replace any Rocket Battery with a Gun Battery for free or Alliance Heat Lancette for +6pts. 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.



GOTHAM ASSAULT CARRIER

260 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	2	8	17	7	5	16	8
Crippled	4	3	2	8	17	6	4	15	7

A handful of badly damaged Gotham-class Assault Carriers made their way into SUSAs hands at the end of the Ore War. Badly mauled and in desperate need of repair it took years to get them operational again. Now with their multiple Talon Autogyro launch platforms the Gotham-class are the lynchpin for littoral operations.

Unit Composition

- 1 Gotham Assault Carrier

Traits

- Alliance
- SUSAs
- Surface Unit
- Assault Carrier
- Gotham-class
- Paddlewheel
- Flagship

Weapons

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

Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Flak Barrage (8)
- Rebel Yell
- Shallow Draught
- Talon Command
- Talon Assault

Options:

- The Unit may take up to four Escort Tokens for +5pts each.

- This Unit may replace any Rocket Battery with a Gun Battery for free or Alliance Heat Lancette for +6pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

TALON COMMAND: While Battle-Ready, this Unit, and any friendly Units within 7” using the Talon Assault rule, may deploy a number of Talon Assault Tokens equal to double its Mass value rather than the usual number.

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
- Aerial Unit
- Levant Battlecruiser
- Magenta-class
- Flagship

Special Rules

- Coordinated Support
- For Valour!
- Heavy Firepower
- Levant Surge
- Low-Level Strike

Weapons

- Gun Battery – F/P/S
- Alliance Heat Lance – F/P/S
- Alliance 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 Alliance Heat Lancette for +6pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Unit may replace any Alliance 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 Alliance 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 an Alliance 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 +5pts 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
- 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 +5pts each.
- This Unit may replace any Rocket Battery with a Gun Battery for free or Alliance Heat Lancette for +6pts. 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	6	13	7
Crippled	3	5	2	7	13	4	4	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 Republique.

Unit Composition

- 1 Oriflamme Grand Battlecruiser

Traits

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

Special Rules

- Coordinated Support
- Focused Fire (Gunnery)
- For Valour!
- Heavy Firepower
- Maritime Patrol
- Protected Gun Crews

Weapons

- Alliance 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 Alliance 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 an Alliance 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.
- This Unit may replace any Gun Battery with a Rocket Battery for free or an Alliance Heat Lancette for +6pts. 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 three Escort Tokens for +5pts each.

Notable Vessels: 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.

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 Queen's beloved godson, the Viscount Belgrave.

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

Traits

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

Weapons

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

Special Rules

- Combat Air Patrol
- Command Codes
- Coordinated Support
- For Valour!
- Heavy Firepower

Options:

- This Unit may replace any Gun Battery with a Rocket Battery for free or Alliance Heat Lancette for +6pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Unit may replace its Alliance 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 an Alliance Heat Lance with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

- Low-Level Strike
- Levant Surge
- SRS Capacity 6/4
- SRS Mine Clearance
- SRS Recon

Notable Vessels: Captain Claire Poitier commands the famous battle carrier Le Phenix. They earned commendation by the Prince-President himself for breaking the Siege of Metz in 1870 and enabling Alliance forces to withdraw and regroup to win the Second Battle of Gravelotte the following year.



VAUBAN SKY-FORTRESS

345 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	4	7	15	8	0	10	9
Crippled	4	3	3	6	14	6	0	9	9

The Vauban-class Sky-Fortresses is an engineering marvel banging majestically high in the sky, sending waves of her heroic fighters and bomber to victory against the enemies of the Alliance. Dedicated control rooms give these mighty vessels a wide command of the engagement zone and are prized flagships by high-ranking officers.

Unit Composition

- 1 Vauban Sky-Fortress

Traits

- Alliance
- French
- Aerial Unit
- Sky-Fortress
- Vauban-class
- Flagship

Weapons

- Rocket Battery – F/P
- Rocket Battery – F/S
- Rocket Battery – A/P
- Rocket Battery – A/S
- Heavy Flak Broadside – P & S
- Heavy Flak Broadside – P & S
- Thermal Cluster Bombs - A
- Thermal Cluster Bombs - A

Special Rules

- Combat Air Patrol
- Coordinated Support
- For Valour!
- Frelon SRS Capacity 5/2
- Flak Barrage (12)
- Heavy Firepower
- Priority Signals
- SRS Capacity 6/3
- SRS Mine Clearance
- SRS Recon

Options:

- This Model may replace any Rocket Battery with a Gun Battery or Torpedo Turret for free or [Alliance Heat Lancette](#) for +6pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

LA REPUBLIQUE

345 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	7	15	5	0	10	9
Crippled	4	2	2	6	14	4	0	9	9

The last of the first-generation Vauban-class still in service, La Republique lacks the more powerful repulsion generators of her later sister ships and their sophisticated fire-control and communications suites. This is compensated for by her formidable firepower and prestigious position in the imagination of the French people.

Unit Composition

- 1 La Republique

Traits

- Alliance
- French
- Aerial Unit
- Sky-Fortress
- Vauban-class
- Flagship
- Unique

Weapons

- Rocket Battery – F/P
- Rocket Battery – F/S
- Rocket Battery – A/P
- Rocket Battery – A/S
- Alliance Heat Lance – F/P/A
- Alliance Heat Lance – F/P/S
- Alliance Heat Lance – F/S/A
- Alliance Heat Lance – A/P/S
- Heavy Rolling Broadside – P & S
- Heavy Rolling Broadside – P & S
- Thermal Cluster Bombs - A
- Thermal Cluster Bombs - A

Special Rules

- Combat Air Patrol
- Coordinated Support
- For Valour!
- Frelon SRS Capacity 5/2
- Heavy Firepower
- Inspirational
- Lumbering
- SRS Capacity 6/3
- SRS Mine Clearance
- SRS Recon

LUMBERING: This Unit cannot have a Drift greater than 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.



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
- SUSA
- Surface Unit
- Assault Battleship
- Virginia-class
- Paddlewheel
- Flagship

Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Flak Barrage (10)
- Heavy Firepower
- Rebel Yell
- Talon 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 +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +4pts or an Alliance 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 or Alliance Heat Lancette for +6pts. 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.

ATLANTA

300 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	17	6	5	15	10
Crippled	3	3	2	8	17	5	4	14	4

Baptised in the fires of the Ore War, the Virginia-class Atlanta has earned many battle honours since in defence of the Socialist Unity of South America. The crew's discipline and hatred of the Union is well renowned with no quarter given in combat and no prisoners taken. Let the flames and the sea bring them before God.

Unit Composition

- 1 Atlanta

Traits

- Alliance
- SUSA
- Surface Unit
- Assault Battleship
- Virginia-class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Contra Rotation
- Coordinated Support
- Disciplined
- Flak Barrage (10)
- Heavy Firepower
- Hunter (Union)
- Rebel Yell
- Talon Assault

Weapons

- Alliance Heat Lance – F/P/S
- Alliance Heat Lance – F/P/S
- Alliance Heat Lancette – F/P/S
- Alliance Heat Lancette – A/P/S
- Heavy Broadside – P & S
- Broadside – P & S

Options:

- The Unit may take up to four Escort Tokens for +5pts each.



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 an **Alliance 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 an **Alliance Heat Lancette** for +6pts. 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 +6pts per Model.

CESTUS ZEBEK

60 POINTS

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

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	13	4	4	8	4
Crippled	2	6	3	6	11	2	3	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

- Admiral's Flag
- Coordinated Support
- For Valour!
- Heavy Firepower
- Protected Gun Crews

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 an Alliance 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 an Alliance Heat Lancette for +6pts. 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 +125pts per Model.

ADMIRAL'S FLAG: This Unit may gain the Flagship Trait for free. It then counts as a Flagship in all respects.

CHEVALIER CRUISER

102 POINTS

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

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 an Alliance 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 +102pts per Model.



ECUYERE FRIGATE

108 POINTS

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

Weapons

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

Options:

- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret or Rocket Battery for +4pts or an Alliance Heat Lancette for +6pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

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 an Alliance Heat Lancette for +6pts. 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 +5pts each.

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



FRANCISCO BATTLECRUISER

208 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	7	5	11	6
Crippled	3	5	2	7	13	5	4	10	4

The brainchild of Trajano Augusto de Carvalho, he obtained one of the Alliance's Solex Generators and spent many months incorporating the massive device into a battlecruiser hull. With this extraordinary marvel at its heart, the newly dubbed Francisco-class sports a pair of deadly heat lances and lancettes - a lethal surprise for the Alliance's enemies.

Unit Composition

- 1 Francisco Battlecruiser

Traits

- Alliance
- SUSA
- Surface Unit
- Battlecruiser
- Francisco-class
- Paddlewheel

Weapons

- Alliance Heat Lance – F/P/S
- Alliance Heat Lance – F/P/S
- Heavy Broadside – P & S
- Alliance Heat Lancette – A/P
- Alliance Heat Lancette – A/S

Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Rebel Yell
- Shallow Draught
- Solex Generator

Options:

- The Unit may take up to two Escort Tokens for +5pts each.

Squadron: This Unit may include an additional model at a cost of +208 pts 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
- Mine Sweeper
- 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 an Alliance 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 an Alliance Heat Lancette for +6pts. 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 an Alliance 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.

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

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!
- 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	4	6	4
Crippled	2	7	3	6	11	2	3	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
- 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 an Alliance 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 an Alliance Heat Lancette for +6pts. 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	4	8	4
Crippled	2	7	3	6	11	2	3	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 Fire (Gunnery)
- For Valour!
- Mine Sweeper
- Protected Gun Crews
- Deceptive Deployment



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

Weapons

- Heavy Gun Battery – 360
- Heavy Gun Battery – 360
- Heavy Gun Battery – 360

Traits

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

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 an Alliance 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 an Alliance 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 +25pts.
- The Unit may take up to two Escort Tokens for +5pts each.

Special Rules

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

PICARDY LITTORAL MONITOR

85 POINTS

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

Weapons

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

Traits

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

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 an Alliance 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.

Special Rules

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

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 an Alliance 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.

PROVIDENCE MERCHANTMAN

62 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
- SUSA
- 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 an Alliance Heat Lancette for +6pts. 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.



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!
- Hunter (Surface Unit)

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 +3pts or an [Alliance Heat Lancette](#) for +6pts. 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.

SALVADOR BATTLECRUISER

172 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	7	5	11	6
Crippled	3	5	2	7	13	5	4	10	4

SUSA lacks the infrastructure to create new capital ships, however they have enough Alliance support and local ingenuity and skill to heavily retrofit obsolete Pensacola-class battlecruisers. While pairs are acceptable to lead SUSA battlefleets, the Salvador-class's lack of advanced command and control facilities relegates them to supporting roles in combined fleet actions.

Unit Composition

- 1 Salvador Battlecruiser

Traits

- Alliance
- SUSA
- Surface Unit
- Battlecruiser
- Salvador-class
- Paddlewheel

Weapons

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

Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Rebel Yell
- Reliable Design
- Shallow Draught

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Torpedo Turret with a Gun Battery or Rocket Battery for +3pts. 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 +5pts each.

Squadron: This Unit may include an additional model at a cost of +172 pts per Model.



SARATOGA LITTORAL CRUISER

109 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

- Bombardment (Gunnery)
- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Rebel Yell
- Shallow Draught
- Talon 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 an Alliance 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 an Alliance Heat Lancette for +6pts. 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 +109pts 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 an Alliance Heat Lancette for +6pts. 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 Fire (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 an Alliance 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 an Alliance Heat Lancette for +6pts. 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
- Talon 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 an Alliance Heat Lancette for +6pts. 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.

TITAN MASS CONVEYOR

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	5	10	2	2	2	4
Crippled	2	7	3	5	10	1	1	3	4

Built to be the pinnacle of oceangoing luxury, the Titan class was a collaborative effort between Norddeutscher Hamburg and White Wolf. These vessels prioritized speed, size, and value, leaving their mark on the world's waterways with their impressive presence and reputation for fortunate voyages.

Unit Composition

- 1 Titan Mass Conveyor

Traits

- Alliance
- Surface Unit
- Mass Conveyor
- Titan-class

Special Rules

- Devil's Own Luck
- Forward Deployment
- Shield Generator
- Strategic Asset
- Useful Freight

Weapons

- Gun Battery – F/P/S

Options:

- The Unit may take up to four Escort Tokens for +5pts each.
- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or an Alliance Heat Lancette for +6pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

TROOP TRANSPORT: The Model may be upgraded to be a Troop Transport for +5pts. The Model loses the Useful Freight rule and gains the Landing Vessel rule.

GRAND CONVEYOR: This Unit may be modelled with an extended hull for +20pts. If so, it has a Battle-Ready Hull Attribute of 6.

OLYMPIA-PATTERN: Unless accompanied by Escort Tokens, this Unit may exchange the Surface Unit trait for the Skimming Unit Trait for +10pts.



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
- Immobile
- 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 an Alliance 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 an Alliance 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 +5pts 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.



AERIAL UNITS

ALMA LEVANT SUPPORT CRUISER

102 POINTS

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

Created to minimise the maintenance required by the levant fleet, Alma-class support cruisers are commonly attached to provide repair facilities as well as additional firepower and close support.

Unit Composition

- 1 Alma Levant Support Cruiser

Traits

- Alliance
- French
- [Aerial Unit](#)
- Levant Support Cruiser
- Alma-class

Special Rules

- Advanced Repair Facilities (2)
- Attached Unit
- Coordinated Support
- For Valour!
- Heavy Escort
- [Low-Level Strike](#)
- Mine Layer
- Vulnerable Stern

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Rocket Battery with a Heavy Gun Battery for free or a Heavy Magnetic Bombard for +3pts or an [Alliance 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.
- Any Model in the Unit may replace any Rocket Battery with a Gun Battery or Torpedo Turret for free or [Alliance Heat Lancette](#) for +6pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

ATTACHED UNIT (FRENCH, AERIAL 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 an additional model at a cost of +102pts per Model.

CHASSEUR LEVANT STRIKE CRUISER

120 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
- [Aerial Unit](#)
- Levant Strike Cruiser
- Chasseur-class

Special Rules

- Coordinated Support
- Focused Fire (Aerial)
- For Valour!
- Levant Surge
- [Low-Level Strike](#)
- Vanguard

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 a Rocket Battery for +3pts or [Alliance Heat Lancette](#) for +6pts. 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 an [Alliance 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 +120pts per Model.



DIEPPE LEVANT SOLEX CRUISER

114 POINTS

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

Originally a testbed for deploying Solex generator technology on a levant vessel, under instruction from the head of Mont Saint-Michel, Monsieur Sadi Carnot, the Dieppe-class now serves as a testbed for the new Francisco Solex Projector. Through thermal agitation, the projector increases the efficacy of attuned Heat Lances and Lancettes in range.

Unit Composition

- 1 Dieppe Levant Solex Cruiser

Traits

- Alliance
- French
- [Aerial Unit](#)
- Levant Solex Cruiser
- Dieppe-class

Special Rules

- Coordinated Support
- For Valour!
- Francisco Solex Projector
- [Low-Level Strike](#)
- Solex Generator
- Vulnerable Stern

Weapons

- [Alliance Heat Lance](#) – F/P/S
- [Alliance Heat Lancette](#) – F/P/S
- Rolling Broadside P&S

FRANCISCO SOLEX PROJECTOR: Any Friendly Unit within 10” of this Unit with a Mass of 2 or greater, counts as being equipped with a Solex Generator but may not use the Solex Generator Valour effect.

Squadron: This Unit may include up to two additional models at a cost of +114pts per Model.

FURIEUX LEVANT GRAND CORVETTE

122 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
- [Aerial Unit](#)
- Levant Grand Corvette
- Furieux-class

Special Rules

- Attached Unit
- Coordinated Support
- Corvette Duty
- For Valour!
- Landing Vessel
- Legionnaire Assault Pods
- Levant Surge
- [Low-Level Strike](#)

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 an [Alliance 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 [Alliance Heat Lancette](#) for +6pts. 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): 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 +122pts per Model.

**GASCONY LEVANT MERCHANTMAN****95 POINTS**

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

The earlier-classes of levant vessels still see service in the Alliance. The Gascony-class was heavily refitted to serve as an armed merchantman. In convoys with commercial transports such as the Olympic-class, the Gascony provides significant deterrent from pirates and raiders.

Unit Composition

- 1 Gascony Levant Merchantman

Traits

- Alliance
- French
- [Aerial Unit](#)
- Levant Merchantman
- Gascony-class

Special Rules

- Coordinated Support
- For Valour!
- Logistical Support
- [Low-Level Strike](#)
- Mine Layer
- Supply Depot
- Vulnerable Stern

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Rocket Battery with a Heavy Gun Battery for free, a Heavy Magnetic Bombard for +3pts or an [Alliance 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.
- Any Model in the Unit may replace any Rocket Battery with a Gun Battery or Torpedo Turret for free or [Alliance Heat Lancette](#) for +6pts. 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 +95pts per Model.

HONNEUR LEVANT DESTROYER**92 POINTS**

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

One of the most recent uses of levant engineering, the Honneur are remarkably well armed considering how much of the hull is taken up with the generators. Ammunition is a limited commodity on board however and it is common to have them deployed near resupply ships.

Unit Composition

- 2 Honneur Levant Destroyers

Traits

- Alliance
- French
- [Aerial Unit](#)
- Levant Destroyer
- Honneur-class

Special Rules

- Coordinated Support
- For Valour!
- Hunter (Surface Unit)
- Levant Surge
- [Low-Level Strike](#)
- Vulnerable Stern

Weapons

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

Options:

- Any Model in the Unit may replace any Rocket Battery with a Gun Battery or Torpedo Turret for free or an [Alliance Heat Lancette](#) for +6pts. 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 three additional models at a cost of +46pts per Model.



LYON LEVANT HEAVY CRUISER

116 POINTS

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

Largely relegated to supporting deployments by the faster and more heavily armed Chasseur-class strike cruisers, the Lyon-class heavy cruiser still packs a punch. Its crews have become expert at getting the most from their vessels, making steeply angled attacks as they sweep in.

Unit Composition

- 1 Lyon Levan Heavy Cruiser

Traits

- Alliance
- French
- [Aerial Unit](#)
- Levant Heavy Cruiser
- Lyon-class

Special Rules

- Bombardment (Aerial)
- Coordinated Support
- For Valour!
- [Low-Level Strike](#)
- Vulnerable Stern

Weapons

- Rocket Battery – F/P/S
- Heavy Rocket Battery – F/P/S
- [Alliance Heat Lance](#) – F/P/S
- Rolling Broadside P&S

Options:

- Any Model in the Unit may replace its [Alliance Heat Lance](#) with a Heavy Gun Battery or Heavy Magnetic Bombard for free, or a Heavy Rocket Battery for +3pts. 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 Heavy Rocket Battery with a Heavy Gun Battery or Heavy Magnetic Bombard for +3pts. 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 [Alliance Heat Lance](#) with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator for free.
- Any Model in the Unit may replace any Rocket Battery with a Gun Battery or Torpedo Turret for free or [Alliance Heat Lancette](#) for +6pts. 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 +116pts per Model.

MARSEILLE LEVANT BOMBER CARRIER

120 POINTS

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

The Marseille had her fighter launch bays heavily reinforced and her munitions stores armoured to enable her to serve the levant fleet as a bomber carrier. Able to launch an entire squadron of Frelon heavy bombers, the Marseille still mounts impressive weapons

Unit Composition

- 1 Marseille Levant Bomber Carrier

Traits

- Alliance
- French
- [Aerial Unit](#)
- Levant Bomber Carrier
- Marseille-class

Special Rules

- Combat Air Patrol
- Coordinated Support
- For Valour!
- Frelon SRS Capacity (3/2)
- [Low-Level Strike](#)
- Vulnerable Stern

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Rocket Battery with a Heavy Gun Battery for free, a Heavy Magnetic Bombard for +3pts or [an Alliance 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 +120pts per Model.



VOLIERE LEVANT STRIKE CARRIER

120 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	5	10	3	4	7	3

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
- **Aerial Unit**
- Levant Strike Carrier
- Voliere-class

Options:

- Any Model in the Unit may replace any Gun Battery with a **Rocket Battery** for free or Torpedo Turret for +2pts, or **Alliance Heat Lance** for +6pts. 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 +120pts per Model.

Special Rules

- Combat Air Patrol
- Coordinated Support
- For Valour!
- Levant Surge
- **Low-Level Strike**
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon



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

- Coordinated Support
- Deep Dive
- For Valour!
- Deceptive Deployment
- 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

- Auxiliary Mine Layer
- Coordinated Support
- Deep Dive
- For Valour!
- Silent Stalker

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 weapon in range to do maximum damage to the enemy.

Unit Composition

- 2 Sirene Submarines

Weapons

- Alliance Heat Lance – F

Special Rules

- 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
Alliance Heat Lance	10 (7)	7 (5)	5 (3)	Gunnery, Hazardous, Devastating
	7 (4)	5 (3)	3 (2)	Gunnery, Hazardous, Devastating
Alliance Heat Lancette	7 (5)	5 (3)	-	Gunnery, Hazardous, Devastating
	5 (3)	3 (2)	-	Gunnery, Hazardous, Devastating
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
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	7 (5)	5 (3)	-	Fusillade, Broadside, Sustained
	5 (4)	4 (3)	-	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	5 (3)	-	-	Fusillade, Broadside, Sustained
	4 (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