



**ALLIANCE**

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**ORBAT**

**ORDER OF BATTLE**

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4.01 BETA



## DYSTOPIAN WARS

# INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Alliance faction for *Dystopian Wars*. If you are new to the Alliance, we recommend reading the faction's background section first, which describes the narrative and lore of this faction, and can be found on page 73.

The Unit Profiles in this ORBAT contain a number of Properties, Systems, and Qualities, listed by name. The text for these rules can be found in the *Dystopian Wars Glossary*, which can be downloaded from the [Resources](#) section of the Dystopian Wars website.

## LIVING DOCUMENTS

Both this ORBAT and the *Dystopian Wars Glossary* are living documents, which means that they are updated to introduce new units and rules, or to correct any issues that arise after release. The Version Number can always be found on the first page of the document, and Admirals should ensure that they have the most current version before they begin a game.

### DESIGNERS' NOTE

#### BETA VS LOCKED

Whenever a new version of a document is released, it will be listed as a *beta* document, indicated by (beta) after its version number. Over the following weeks we will collate any feedback from the community, and make any final amends as required before releasing a *locked* version without the beta suffix.

In short—if you have a beta version of a document, and it's been a few weeks since you downloaded it, it's worth checking for a locked version.

### Shipyards of Portugal

Prince-President Napoleon has long recognised the strategic importance of Portugal, which he commonly refers to as the Alliance's 'gateway to the world'. Vast reserves of French and Italian gold have been invested into the shipyards of Setúbal, Portimão, and Lisbon, transforming what was a modest mercantile navy into a true transatlantic power.

Preferring the precision and skill of human craft to crude automata, Portuguese naval engineers retrofit classic French designs to suit their way of war. Some of the more ornate elements of Gallic shipcraft have been replaced with more utilitarian—and markedly cheaper—features. Most notably, the gilded citadels so emblematic of French warships are eschewed in favour of simpler, flat-topped structures with a wider angle of vision, and space enough for the complex hydrophonic relays favoured by the *Marinha Portuguesa*. 2

Prince-President  
Louis-Napoleon  
Bonaparte





## DYSTOPIAN WARS

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## DYSTOPIAN WARS



# ALLIANCE SHORT RANGE SQUADRONS

*Carrier* units in this ORBAT can launch one or more of the **Short Range Squadron** types shown in the grid below.

The exact squadron type, or types, that a *Carrier* can launch will be given by the specific *SRS: Type(s)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Malinois Interdictors	3	2	2	3	Harrier
Frelon Bombers	4		I	3	Offensive Surgical Strike (Hazard)
Talon Rotors	4			2	Specialist

## SPECIAL SRS MISSIONS

An **SRS Stack** containing one or more **Talon Autogyro** tokens can be given the following missions:

- **Terminator Assault** (see below)
- **Ground Support** (see below)
- **Supply Drop** (see below)

They cannot be given **Attack Run**, **Air Support**, or **Mine Clearance** missions.

## CHOOSING A TERMINATOR ASSAULT MISSION

Allocate the **SRS Stack** to an enemy *Surface* or *Airborne* unit within 25" of the model from which it is being launched. It is now **Assaulting** that unit.

When this Mission is resolved, it has the potential to inflict highly targeted **Critical Damage** on models in the enemy unit.

## CHOOSING A GROUND SUPPORT MISSION

Allocate the **SRS Stack** to a friendly **Landing Party** stack on a **Territory** that is within 25" of the model from which it is being launched. It is now **Approaching** that Territory.

When this Mission is resolved, it has the potential to add more **Landing Party** tokens to the Territory.

## CHOOSING A SUPPLY DROP MISSION

Allocate the **SRS Stack** to a friendly unit within 25" of the model from which it is being launched. It is now **Supplying** that unit.

When this Mission is resolved, it has the potential to remove **Disorder** from the unit.

## RESOLVING SPECIAL SRS MISSIONS

**Terminator Assault** missions, **Ground Support** missions, and **Supply Drop** missions are resolved as described on the following page.

Lightning-fast Malinois Interceptors patrol the skies of France, hunting enemy warplanes.





## RESOLVING A TERMINATOR ASSAULT MISSION

An SRS Stack that is **Assaulting** an enemy unit performs a **Talon Assault** mission, using the following process.

### 1. RESOLVE INTERCEPTION ATTEMPT

If the enemy unit is **Supported** by an SRS Stack, the opposing Admiral makes an **Interception Attempt** as though this were an **Attack Run** mission. After this has been resolved, all SRS tokens in the enemy Stack are immediately discarded.

### 2. NOMINATE ASSAULT TARGETS

The active Admiral nominates models in the enemy unit to be **Assault Targets**. The maximum number of Assault Targets they can nominate is equal to the number of **Talon Rotor** tokens in their Stack.

### 3. MAKE AN ACTION ROLL

The active Admiral makes a single **Action Roll** regardless of the number of Assault Targets, and the opposing Admiral makes a single **Resistance Roll**. The **Resolve Outcomes** step of the Action Roll is skipped.

Action Pool	Each <b>Talon Autogyro</b> token in the Stack adds a number of <b>Action Dice</b> equal to its <b>Attack</b> rating.
Resistance Pool	Each <b>Assault Target</b> adds a number of dice equal to its <b>Defences</b> rating. Add <b>1 Bonus Die</b> for each <b>Escort</b> that is accompanying the target unit.

### 4. RESOLVE ASSAULTS

The active Admiral chooses an **Assault Target**, and removes a number of **Hits** from the **Action Pool** equal to the model's **Crew** rating.

If this is not possible, this step ends immediately. Otherwise, the active Admiral rolls two **Critical Damage Dice** and chooses one to inflict upon the target model. If both results are the same, the target model also suffers **1 Damage**.

The active Admiral repeats this step as many times as possible, but each Assault Target can only be chosen once.

### 5. DISENGAGE

Discard all SRS tokens in the Stack.

## RESOLVING A GROUND SUPPORT MISSION

An SRS Stack that is **Approaching** a friendly **Landing Party Stack** performs a **Ground Support** mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Rotor** tokens in the Stack.

If at least one **Strike** is rolled, add an additional Token to the Landing Party Stack.

All Tokens in the SRS Stack are then discarded.

## RESOLVING A SUPPLY DROP MISSION

An SRS Stack that is **Supplying** a friendly unit performs a **Supply Drop** mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Rotor** tokens in the Stack.

For each **Strike** that is rolled, the active Admiral can choose a model in the unit. That model may immediately lose **1** level of **Disorder** or remove a **Depleted** status token. It may do this even if it would not otherwise be able to **Rally**. A model cannot be chosen more than once per Mission.



A Chevalier Cruiser unleashes its forward-facing heat lances, blazing a path for the rest of this Alliance task force to follow.




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# ALLIANCE BATTLEFLEETS

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This section lists the Battlefleets available to the Alliance Faction. When creating an Alliance Force, an Admiral must ensure that each of their units is allocated to one of these Battlefleets, as explained on page 125 of *Dystopian Wars: The Rules*.



The majestic sight of La Dame Liberté leading the might of France into battle is enough to ignite a patriotic fire in the heart of any Alliance sailor.



## ALLIANCE FACTION BATTLEFLEET

The Latin Alliance is a coalition of powers spanning the length and breadth of the world, bound together by a shared desire to sweep away the ailing empires of old, and bring about a utopia governed by cultured minds and driven by fresh, bold ideals.

Such a bold vision requires a military force capable of cooperating effectively despite their varying cultural and doctrinal differences. Over years of mutually supportive operations, the fleets of the Alliance have developed an extraordinary synergy. Each contributing nation brings its own skills and martial talents to the fight without destabilising the rigid command structure necessary for a successful operation. Flexibility is the order of the day: often, a single nation's navy will be assigned to pursue a particular objective, but they will seamlessly join forces with allies should this increase their odds of success.

A contingent of the French Navy typically forms the core of an Alliance Battlefleet. Its officers make war with typically Gallic élan, favouring sleek vessels that sacrifice heavy armour in favour of speed and deadly weaponry such as the infamous heat lance. They are supported by the ships of the **League of Italian States**, which boast ablative belt armour and ingenious auto-repair systems. Then there are the scratch-fleets of **SUSA**, retrofitted from sturdy designs dating back to the **Ore War**, but more than capable of bloodying the nose of any foe.

Alliance fleets strike with a speed that leaves their opponents dizzied, slicing through the waves at a fearsome pace and filling the air with scorching beams of **Solex** energy. Italian destroyers smash directly into their prey with reinforced prows, filling the water with sheared metal and flailing sailors, whilst hard-nosed SUSA captains order their gun crews to redouble their efforts in the name of liberation. Against such vital energy, what can the cumbersome navies of the old colonials do but raise the white flag of surrender?

<p>1 Alliance Flagship</p> 	<p>One <b>Mandatory Element</b>.</p> <p>The Element requires a unit with the <i>Alliance</i> and <i>Flagship</i> traits.</p>
<p>2-6 Alliance Line / Patrol</p> 	<p>Two <b>Mandatory Elements</b> and four <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Alliance</i> trait and either the <i>Line</i> or <i>Patrol</i> trait.</p>
<p>0-4 Alliance Support</p> 	<p>Four <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Support</i> traits.</p>
<p>0-2 Alliance Scout</p> 	<p>Two <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Scout</i> traits.</p>
<p>0-1 Alliance Logistical</p> 	<p>One <b>Optional Element</b>.</p> <p>The Element requires a unit with the <i>Alliance</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> <li>• Chevalier Cruiser</li> <li>• Ecuycere Frigate</li> </ul> <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the <i>Flagships</i> listed below, the Class listed with it becomes an additional Mainstay.</p> <p><b>Columbia Heavy Battleship/</b> <b>Virginia Assault Battleship:</b> Gettysburg Heavy Monitor</p> <p><b>Gotham Assault Carrier:</b> Saratoga Assault Cruiser</p> <p><b>Mars Heavy Battleship:</b> Gladius Strike Cruiser</p> <p><b>Minerva Assault Carrier:</b> Scorpio Artillery Cruiser</p>	<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit, and/or one <i>Underwater</i> unit. The Battlefleet's <i>Flagship</i> and units that are fielded as <b>Attachments</b> do not count towards either of these limits.</p> <p><i>Battlefleet Bonus: Coordinated Support</i></p> <p>Once per Round, this Battlefleet's Admiral can enact a <b>Special Valour Effect</b> with an <i>Alliance</i> unit in their Force, at the end of its <b>Activation</b>.</p> <p>If the Effect is successfully enacted, the Admiral chooses another friendly <i>Alliance</i> unit which is within 8" of the active unit, and does not have the <b>Activated</b> status. That unit is immediately <b>Activated</b>, then gains the Activated status.</p> <p>Note that the Admiral <i>cannot</i> resolve an <b>SRS Mission</b> between the two Activations.</p>



**MARINE LEVANTE BATTLEFLEET (MAIN)**

Prince-President Bonaparte has always embraced new ways and means of waging war, and as one of the world’s most powerful patrons of the sciences he had the resources to grant the **French Navy** a unique advantage. The Marine Levante is his pride and joy; a branch of the French Republic’s military that specialises in low-altitude combat, taking advantage of the extraordinary potential of the **Levant Generator**—a device capable of generating sufficient repulsive force to lift a heavy warship high into the air.

Possessed of a graceful beauty to stir the French soul, the war machines of the Marine Levante soar a hundred metres or more above the ground, the vast silhouette of huge carriers flanked by destroyers and cruisers armed to the teeth with **Heat Lances** and rocket batteries. When freed from the constraints of operating alongside surface ships, they surge into battle with a speed that leaves their enemies reeling. They descend upon their prey with the precision of hunting hawks, angling down from on high to unleash a murderous volley of fire, and evading the enemy’s desperate counter-battery attacks with an easy grace that borders on the casual.

Some Levante fleets specialise instead in securing aerial supremacy, filling the sky with a buzzing swarm of **Malinois Interdictors** and **Frelon Heavy Bombers**. Once the opposition’s flight contingent is reduced to a cloud of debris, up-gunned line ships will surge forward to annihilate the unprotected remnant of the enemy battlefleet.

<p><b>1 Marine Levante Flagship</b></p> 	<p>One <b>Mandatory Element</b>. The Element requires a unit with the <i>Marine Levante</i> and <i>Flagship</i> traits.</p>
<p><b>2-4 Marine Levante Line / Scout</b></p>  	<p>Two <b>Mandatory</b> and two <b>Optional Elements</b>. Each Element requires a unit with the <i>Marine Levante</i> trait and either the <i>Line</i> or <i>Scout</i> traits.</p>
<p><b>0-2 Marine Levante Patrol</b></p> 	<p>Two <b>Optional Elements</b>. Each Element requires a unit with the <i>Marine Levante</i> and <i>Patrol</i> traits.</p>
<p><b>0-3 Marine Levante Support</b></p> 	<p>Three <b>Optional Elements</b>. Each Element requires a unit with the <i>Marine Levante</i> and <i>Support</i> traits.</p>
<p><b>0-2 Marine Levante Logistical</b></p> 	<p>Two <b>Optional Elements</b>. Each Element requires a unit with the <i>Marine Levante</i> and <i>Logistical</i> traits.</p>
<p><b>0-1 French Underwater</b></p> 	<p>One <b>Optional Element</b>. The Element requires a unit with the <i>French</i> and <i>Underwater</i> traits.</p>

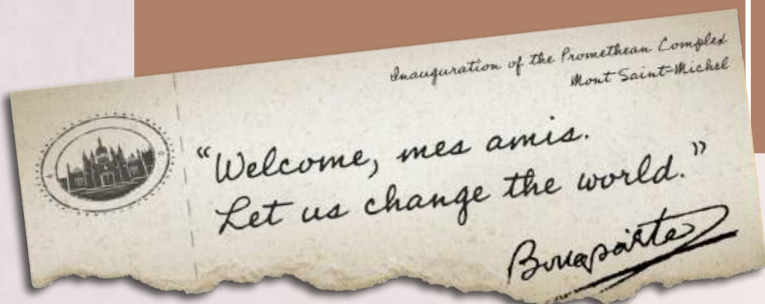
*Mainstay Classes*

- Lyon Levant Heavy Cruiser
- Honneur Levant Destroyer
- Chasseur Levant Strike Cruiser

*Battlefleet Bonus: Levant Surge*

When this Battlefleet’s Admiral **Activates** a *Marine Levante* unit, they can declare that the unit will make a **Levant Surge** this Round.

Mark the unit with a **Special Effect** token until the start of its next Activation. While it has the Token, the unit’s **Maximum Speed** rating is increased by 3" and it does not count as having the *Low Altitude* property.





**TRIARIII BATTLEFLEET (SPECIALIST)**

The **League of Italian States** has organised its blue water formations in the style of the great Roman legions of old, transposing that martial history of strict organisation and adaptability to the open ocean. The Triarii Battlefleets operate as “naval maniples”, with squadrons of **Pugio Destroyers**, **Cestus Zebeks**, and other patrol vessels exchanging offensive and defensive duties as the evolving conditions of the battle require.

Rich and influential as they are, the nobles of the **Tetrarchy** cannot claim the industrial might of France, Prussia, or the British Crown. Thus, rather than relying solely upon the might of their expensive heavy battleships and carriers to win the day, they have altered their doctrine to get the most out of their lighter ships and submersibles. Effectively these become the equivalent of the legionaries that once dominated much of the known world, advancing into battle in perfect order before thrusting their weapons—in this case formidable armoured prows—deep into the enemy’s belly. With the stricken target locked in a death-grip, the marines of the **Regia Marina** will leap across the decks and into battle, methodically butchering the crew and securing another prize in the name of the Latin Alliance.

<p>0-1 Italian Flagship</p> 	<p>One <b>Mandatory Element</b>. The Element requires a unit with the <i>Italian</i> and <i>Flagship</i> traits.</p>
<p>1-3 Italian Line / Support</p> 	<p>One <b>Mandatory</b> and two <b>Optional Elements</b>. Each Element requires a unit with the <i>Italian</i> trait and either the <i>Line</i> or <i>Support</i> traits.</p>
<p>1-4 Italian Patrol</p> 	<p>One <b>Mandatory Element</b> and three <b>Optional Elements</b>. Each Element requires a unit with the <i>Italian</i> and <i>Patrol</i> traits.</p>
<p>0-2 Italian Scout</p> 	<p>Two <b>Optional Elements</b>. Each Element requires a unit with the <i>Italian</i> and <i>Scout</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> <li>• Cestus Zebek</li> <li>• Pugio Destroyer</li> <li>• Sagitta Hunter Submarine</li> </ul>	<p><i>Battlefleet Bonus: Naval Maniple</i> All <i>Italian Patrol</i> units in this Force gain the <i>Coordinated Defences</i> and <i>Decksweepers</i> systems.</p>





**BARBUDOS BATTLEFLEET (SPECIALIST)**

Born from the fires of rebellion and forged in conflict, the grand navy of the **SUSA** is a rising power in the western hemisphere. Though the Socialist Unity of South America might lack the formidable industrial capacity of its northern rivals in the **Union** or the Great Powers of Europe, it makes up for this through the sheer innovation and ingenuity of its people. SUSA engineers have repurposed and retrofitted rugged naval designs dating back to the **Ore War**, putting them back into the front line to serve the Great Cause of liberation for the downtrodden.

The most feared naval formation of the SUSA is the Barbudos Battlefleet, an invention of the pioneering rake and adventurer **Rafe Cortez**, current Grand Admiral of the **People's Navy**. This gathering of vessels appears almost ragtag at first glance. Hulls that have barely changed over twenty years of combat service barrel through the waves: **Columbias**, **Saratogas**, and **Springfields** seized from Yankee hands and turned against the oppressors. **Francisco** and **Salvador Battlecruisers** offer a glimpse at the SUSA's future: though modelled upon Ore War standards, they boast advanced heat lance weaponry and other scientific advancements donated by fellow members of the Latin Alliance, enhancing their already formidable offensive capabilities.

Rugged and battle-scarred, these paddle-wheelers withstand tremendous amounts of firepower as they bear down upon the enemy, before unleashing a murderous firestorm of their own. SUSA doctrine emphasises the importance of the boarding action, both to swiftly overcome the enemy and to recover valuable assets that might be put to better purpose. Veteran cadres of SUSA marines—each with the wild hair and bushy beard from which the Barbudos name is drawn—relish the chance to meet their foes hand-to-hand, and strike a blow against the old colonial empires and their servants.

<p>0-1 SUSA Flagship</p> 	<p>One <b>Optional Element</b>.</p> <p>The Element requires a unit with the <b>SUSA</b> and <b>Flagship</b> traits.</p> <p>Alternatively, a <b>Francisco Battlecruiser</b> or <b>Salvador Battlecruiser</b> can be allocated to this Element.</p>
<p>2-5 SUSA Line / Patrol</p> 	<p>Two <b>Mandatory</b> and three <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <b>SUSA</b> trait and either the <b>Line</b> or <b>Patrol</b> trait.</p>
<p>0-2 SUSA Support</p> 	<p>Two <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <b>SUSA</b> and <b>Support</b> traits.</p>
<p>0-1 SUSA Logistical</p> 	<p>One <b>Optional Element</b>.</p> <p>The Element requires a unit with the <b>SUSA</b> and <b>Logistical</b> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> <li>• Gettysburg Heavy Monitor</li> <li>• Saratoga Assault Cruiser</li> <li>• Springfield Corvette</li> </ul>	<p><i>Special Rules</i></p> <p>A <b>Francisco Battlecruiser</b> or <b>Salvador Battlecruiser</b> unit can be allocated to this Battlefleet's <b>SUSA Flagship</b> Element. If so, it gains the <b>Flagship</b> trait, and does not count towards the maximum number of Francisco Battlecruiser or Salvador Battlecruiser units this Battlefleet can contain.</p>
<div data-bbox="39 1814 550 2206" data-label="Image"> </div>	<p><i>Battlefleet Bonus: Veteran Cadre</i></p> <p>When this Battlefleet's Admiral <b>Activates</b> a <b>SUSA</b> unit, they can immediately enact a <b>Special Valour Effect</b>.</p> <p>If successful, each model in the unit gains the <b>Boarding Parties (X)</b> property for the duration of this <b>Activation</b>, with an <b>X</b> value equal to twice the model's <b>Mass</b>.</p> <p>Additionally, if the unit scores at least one <b>Success</b> during a <b>Boarding</b> action this <b>Activation</b>, its Admiral gains <b>3 Victory Points</b>.</p>



**PROTEÇÃO COMMERCIAL BATTLEFLEET (SPECIALIST)**

Portugal is the most recent member of the **Latin Alliance**, a small but influential mercantile power that has granted **Prince-President Bonaparte** an essential staging ground for his transatlantic ambitions. The dockyards of Porto and Lisbon are some of the busiest in Europe, launching a ceaseless stream of merchant vessels and transport convoys across the vast expanse of the Atlantic Ocean, along some of the most volatile and dangerous trade routes in the world.

Needless to say, the *Marinha Portuguesa* specialises in the formation of heavily armed convoys, bound together by an intricate communication network of hydrophonic relays. Known as *Proteção Commercial Battlefleets*, these formations rely on mutual support to fend off threats, cleverly co-ordinating their own gunnery using proprietary rangefinding techniques developed in the naval colleges of Alfeite Base. A Portuguese squadron armed with **Magnetic Bombards** can utilise the targeting information provided over a secure network by a vanguard warship in order to combine their barrages to formidable effect.

Originally, armed merchantmen were responsible for protection duties, but in recent times as the spectre of war grows ever-more tangible, the Portuguese have begun to rely upon locally-built variations of French warships such as the **Loire Light Cruiser**. With additional guns and an improved cruising speed, these vessels are able to deal with anything from commerce raiders to the opportunistic squadrons of rival powers. Heavyweight mass conveyors such as the **Titan** and **Europa** perform the lion's share of the shipping duties, carrying countless thousands of tonnes of desperately needed supplies to the harbours of the Americas.

<p>0-1 Portuguese Flagship</p> 	<p>One <b>Optional Element</b>. The Element requires a unit with the <i>Portuguese</i> and <i>Flagship</i> traits.</p>
<p>1-4 Portuguese Line / Patrol</p> 	<p>One <b>Mandatory</b> and three <b>Optional Elements</b>. Each Element requires a unit with the <i>Portuguese</i> trait and either the <i>Line</i> or <i>Patrol</i> trait.</p>
<p>1-2 Portuguese Scout</p> 	<p>One <b>Mandatory</b> and one <b>Optional Element</b>. Each Element requires a unit with the <i>Portuguese</i> and <i>Scout</i> traits.</p>
<p>0-1 Portuguese Platform</p> 	<p>One <b>Optional Element</b>. The Element requires a unit with the <i>Portuguese</i> and <i>Platform</i> traits.</p>
<p>0-3 Alliance Logistical</p> 	<p>Three <b>Optional Elements</b>. Each Element requires a unit with the <i>Alliance</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> <li>• Loire Light Cruiser</li> <li>• Bretteur Destroyer</li> </ul>	<p><i>Battlefleet Bonus: Comunicação Network</i> Each model in this Force with the <i>Portuguese</i> trait gains the <i>Hydrophone Relay</i> system.</p>

*Offshore platforms allow the Latin Alliance to project its influence into contested waters, whilst ensuring its vessels are properly maintained and supplied.*





**MARINA PONTIFICIA BATTLEFLEET (SPECIALIST)**

**Pope Pius IX** is an ambitious and politically savvy pontiff, and has cleverly utilised the great power of the Catholic church in order to secure the Vatican’s position in this new and volatile age. Previous generations of non-interventionist dogma were cast aside with the publication of the 1866 papal bull entitled *In Sectando Iustitiam—In Pursuit of Justice*. Laying out a new policy of righteous intervention and liberation in the name of Almighty God, this decree paved the way for the reinstatement of the Marina Pontificia, the navy of the Papal State.

The bottomless riches of Vatican City have been lavished on the latest Alliance warships, many of them painted and enamelled in sacred gold and with realms of scripture etched across their hulls. Each is captained by a chosen loyalist, a person of faith who can be trusted not to be swayed by Bonaparte’s secularist agenda. When the Archbishops and Cardinals of Rome travel to the distant corners of the latinate territories, they do so aboard mighty **Concordat Cruisers**—imposing support vessels designed to bolster nearby vessels, but more than capable of dealing out divine retribution with their sanctified heat lances. When a Papal fleet engages the enemy, at least one such flagship forms the righteous shield that anchors the battle line, projecting a great sphere of energy to protect its flock.

Marina Pontificia battlefleets gather together elements from across the Latin Alliance—a purposeful move on behalf of Pius IX intended to bolster his image as the Father of all the faithful. **SUSA** steamers and Portuguese cruisers alike gather behind the shining curtain of a Concordat’s generator, drawing holy power from this sacred engine in order to empower their guns and shield their vessels from harm. As psalms of the faith boom out from loudspeaker arrays, the Pope’s loyal flock prepare to wreak God’s vengeance upon the heathen and the excommunicate.

<p>1 Papal Flagship</p> 	<p>One Mandatory Element. The Element requires a unit with the <i>Papal</i> and <i>Flagship</i> traits.</p>
<p>1 French /Portuguese</p> 	<p>One Mandatory Element. The Element requires a unit with the <i>French</i> or <i>Portuguese</i> traits.</p>
<p>0-1 Italian</p> 	<p>One Optional Element. The Element requires a unit with the <i>Italian</i> trait.</p>
<p>0-1 SUSA</p> 	<p>One Optional Element. The Element requires a unit with the <i>SUSA</i> trait.</p>
<p><i>Mainstay Classes</i> • None</p>	<p><i>Special Rules</i> This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet’s <i>Flagship</i>, and units that are fielded as <i>Attachments</i>, do not count towards this limit.</p> <p><i>Battlefleet Bonus: Splendor Dei</i> This Battlefleet’s <i>Flagship</i> gains the <i>Generator Ship</i> system.</p>



The majestic sight of La Dame Liberté leading the might of France into battle is enough to ignite a patriotic fire in the heart of any Alliance sailor.



## DYSTOPIAN WARS



# MERCENARY BATTLEFLEETS

## MERCENARY BATTLEFLEET (SPECIALIST)

If there is one thing that the leading figures of the **Latin Alliance** cannot be accused of, it is lacking a sense of pragmatism. This nascent coalition has brought together royals, revolutionaries, and ruthless merchant-princes, and none of them bat an eye at hiring competent freelancers to solve difficult problems. The ports of Marseille, Rome, Barcelona, and Santos are thriving hotbeds of commerce and opportunity, offering temporary shelter to various foreign sailors and mercenary captains. Many are utterly lacking in scruples, and will fight for any cause—if the price is right.

**Prince-President Bonaparte** has spent lavishly from the French treasury to employ such outside assistance in military matters, particularly when his schemes require some level of plausible deniability. He has placed the notorious rogue and intelligence operative **Comte de Richebourg** in charge of such “*affaires délicates*”. Richebourg has formed a rather effective partnership with **Chairman de Rosa** of the **SUSA**, herself no stranger to the odd deal with the devil.

A Force that is created using the Alliance ORBAT can contain a single **Mercenary Battlefleet** from those listed below, each of which can be found in a different ORBAT.

When a Mercenary Battlefleet is fielded outside of its own ORBAT, it is always treated as a **Specialist Battlefleet**, even if it is listed as a **Main Battlefleet**.

## BLACK WOLF HUNTING PACK (COMMONWEALTH ORBAT)



*“I rather think the Black Wolf should be treated the same as any dangerous animal: kept at a safe distance and thrown the occasional scrap of meat now and again. For now, his interests align with ours. Pay him what he asks. His submarines will be invaluable in the Haitian Operation. But do not turn your back on Nikonov or his cutthroats for a moment, and keep your eyes peeled for the slightest sign of betrayal.”*

- George-Alain Bertrand, Comte de Richebourg

## CRIMSON LEAGUE PRIVATEERS (SULTANATE ORBAT)



*“I found Princess Scheheradaze completely enchanting, right up until the moment she put a pistol to my head and told me to open the mag-vault or she would decorate the Fabaccini drapes with my brains. Her lackeys seized—or in her words, “recovered”—the entirety of my late-Mehmedian collection from inside. When the local sentinelles arrived, she informed them that her Crimson League skyships were currently hovering over my property, and if she did not wave a red cloth from a second-storey window within the next five minutes, they would reduce Riomaggiore to its constituent atoms. I confess, her highness left a distinctive impression, both on my soul and upon my right temple when she rendered me unconscious.”*

- Visconti Ruggerio di Boscone, owner of the Museo della Esoterismo





**THE NAUTILUS  
(CROWN ORBAT)**



*“Captain Nimue may be brash, difficult and untrustworthy, but I must admit that it was worth every second of our troubled relationship to see her Nautilus send HMS Somerset to the bottom of the ocean. It was even more delicious to see her grant the defeated Admiral Cumberland a tour of the vessel. The old Rosbif was spluttering like a distempered bulldog to see what the Captain had made of the Crown’s precious submersible. Monsieur President, you would have laughed fit to bursting if you had seen his face when she seized his wig as a “trophy of war” to add to her collection of treasures.”*

- Envoy Henri Mortain of the Diplomatic Corps

**SCIONS OF JUTLAND RAIDING FLEET  
(IMPERIUM ORBAT)**



*“There are times when elegant schemes prove unviable and one must contemplate an uglier solution to the problem at hand. Few things are uglier than the Scions of Jutland, a band of cutthroats and scoundrels led by a self-proclaimed “witch” who sees omens in the spilled blood of her enemies. If that sounds amusingly bizarre, I assure you it is not funny in the least. Not if you have seen these northmen board a vessel and back the crew to pieces one by one, laughing themselves hoarse in the process.”*

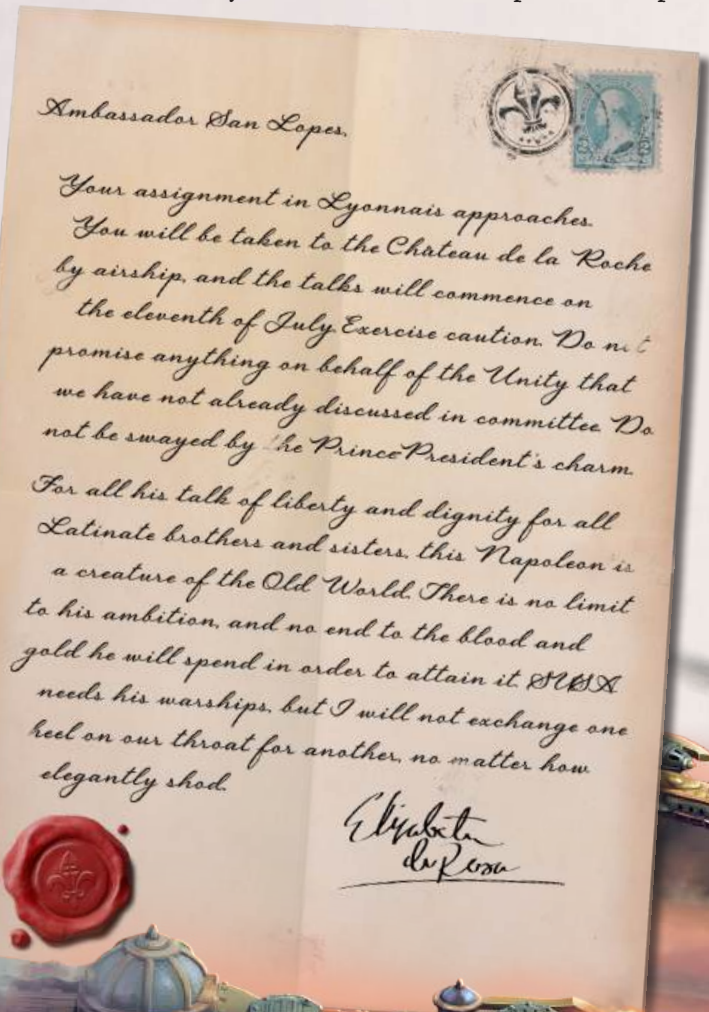
- Enseigne Maurice Chavalle of the *Redoubtable*

**HONORABLE ECLIPSE COMPANY  
CONTRACTORS (UNION ORBAT)**



*“Tankees are, by their very nature, utterly obsessed with the accumulation of riches at any cost. This is the benefit of fighting an enemy that believes in nothing. Some of them can be persuaded to aid in the Great Cause, even if they do so unknowingly or uncaringly. Take these Eclipse Company especuladores, who I firmly believe would chew their own thumbs off for a sackful of gold. They are certainly not too proud to escort our cargo shipments around the Cabo de Hornos. They have even exchanged gunfire with Union interditors, I hear. “Honorable”, indeed.”*

- Mafalda Benois-Oliveira,  
Minister of Shipping for SUSAs





## DYSTOPIAN WARS



# ALLIANCE FLEET DOCTRINES

**Fleet Doctrines** represent preferred strategies, notable quirks, and well-honed drills that make a fleet stand out among its peers.

During **Force Selection**, an Admiral can purchase up to one Fleet Doctrine for each **Flagship** unit in their Force. Any Doctrines that are purchased must be noted alongside their respective unit's entries in the **Force List**, and increase the unit's **Points Cost** by the amount shown.

Note that although a Doctrine is purchased for a specific **Flagship** unit, it applies to the entire Force unless otherwise specified, regardless of whether or not that unit is in play. Even if the unit is removed from play, the Doctrine continues to apply.

## TESTUDO VIRIDIS (5 POINTS)

*First developed during the Black Sea Crisis of 1857, the "Green Tortoise" manoeuvre allows irate Italian warship crews to hurl an explosive mine much further than can usually be achieved with their Scutum Mine Launchers. Whilst these explosive projectiles are seldom a danger to enemy vessels, the shockwaves they produce are quite capable of causing a chain reaction across oceanic mine fields, clearing the way for the Alliance advance.*

This Doctrine can only be purchased for an **Italian Flagship** unit.

During the **Activation Phase**, instead of **Resolving** an **SRS Mission**, this Force's Admiral may select a **Minefield** marker within 10" of an **Italian** model and declare a **Remote Detonation**. All models within **Proximity** of the Minefield marker (not just the nearest) suffer the effects of a **Minefield Detonation**. After this has been resolved, the Minefield marker is immediately removed.

A Remote Detonation can be declared even if there are no friendly **SRS Stacks** in the **Play Area**.

## FOR VALOUR! (10 POINTS)

*The Alliance values daring panache above all else. It is a philosophy that has served its captains well as they stir those under their command to ever-greater feats of heroism.*

This Doctrine can only be purchased for an **Alliance Flagship** unit.

Once per Round, this Force's Admiral may state **For Valour!** when they declare that they will enact a **Valour Effect** or **Special Valour Effect** with an **Alliance** unit.

If this Valour Effect or Special Valour Effect is successfully enacted, the Admiral immediately draws a card from the top of their **Victory & Valour** deck and adds it to their hand.

## FORWARD PATROL (15 POINTS)

*Alliance admirals are trained to meet the enemy in a place of their choosing: a well-scouted and prepared stretch of water in which they hold every advantage.*

At the start of their turn in the **Make a Special Deployment Action** step of **Deployment**, this Admiral can nominate one of their units in the **Play Area** that is not **Immobile**.

That unit gains the **Vanguard** (5") property.

The Admiral can only use this Doctrine once per game.

## REVOLUTIONARY ZEAL (15 POINTS)

*Despite their inexperience, the conscripted crews of the People's Navy are capable of extreme valour. When inspired by a particularly charismatic leader they will fight on even as their vessels fall apart around them.*

This Doctrine can only be purchased for a **SUSA Flagship** unit.

When making a **Group Crew Check** to see if **Crippled** models with the **SUSA** trait can **Participate** in an Action, this Force's Admiral can discard a **Victory & Valour Card** from their hand to automatically pass the Check.

*Though it exists in the shadow of an ever-present volcanic threat, the port city of Pompeii is a vibrant and prosperous city of the Latin Alliance.*



### ADVANCED TELÉMETROS (20 POINTS)

*An invention of Portuguese naval engineers, the advanced hydrophonic relay system known as “Telémetro de Multi-Ondas” combines multiple sonic readings in order to focus indirect fire with uncanny accuracy.*

When a model in this Force makes an **Attack** with the **Guided (X)** quality, it gains the benefit if the target is within **10"** of a Friendly model with the **Hydrophone Relay** system, even if it is not bring **Threatened** by a friendly **SRS Stack**.

### STRATEGIC RESERVES (20 POINTS)

*Bold and aggressive they may be, but officers of the Alliance fleets are shrewd tacticians. They recognise the sense in holding a squadron or two of warships back until a decisive opportunity presents itself.*

Whenever this Admiral makes a **Reserve Roll** for a unit in their Force, they can roll one additional **Action Die**.

### ROLLING BROADSIDE (25 POINTS)

*Thanks to the immense size of de Bange naval cannons, the well-drilled crews of the Marine Nationale can unleash a withering barrage of shells at far greater ranges than those achieved by their rivals.*

This Doctrine can only be purchased for a **French Flagship** unit.

When this Force’s Admiral declares a **Broadside** action with a **French Surface** unit, they may discard a **Victory & Valour Card** to make this a **Rolling Broadside**. For the duration of this Action, models in the unit can **Contribute** to a Broadside action against a target within **6"** instead of the usual **4"**.

### CHAIN OF COMMAND (25 POINTS)

*Every Alliance officer knows the value of a good speech; indeed, some sailors who have served in the fleets of the Latin powers would argue they like the sound of their own voice a little too much. Nevertheless, a few well-chosen words will often make the difference between victory and disaster.*

Once per Round, during the **Resolve Re-rolls** step of an **Action Roll** this Admiral is making for a unit in their Force, they can enact a **Special Valour Effect** with that unit. The unit must either be a **Flagship**, or be within **10"** of a friendly **Flagship**.

If the Effect is successfully enacted, the Admiral can re-roll any number of dice in the pool.

### DEVIL'S OWN LUCK (25 POINTS)

*There is a saying amongst officers of the Marine Nationale—“the bold make their own luck”. If half the tales of the most famous Alliance admirals are true, there may be some truth in these words.*

Once per game, when the opposing Admiral attempts to enact a **Valour Effect**, this Admiral can use this Doctrine instead of attempting to **Deny** the Effect.

The opposing Admiral reveals their **Valour Card**. If it has a **Value** of **8** or less, it is discarded without being enacted.

### DO OR DIE (30 POINTS)

*Though they prize nobility, refinement and style, Alliance naval officers are still warriors at heart; come the moment of crisis they will fight until the last, inspiring their crew to dig deep and put their body and soul on the line in pursuit of victory.*

Once per Round, before this Admiral makes a **Crew Check** for a model, they can use this Doctrine to grant a **+2 Modifier** to that model’s **Crew** rating, for the purposes of this test only.

In the case of a **Group Crew Check**, this Modifier applies to all models in the unit.



*The mainline warships of SUSA might be aging veterans of the Ore War, but they can still hold their own in a brutal naval slugging match.*





THE  
**ALLIANCE**

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**UNIT PROFILES**



*Prince-President Napoleon considers the Marine Levante his pride and joy, and sends its skyfleets forth to remind the world of the wealth and power of the Latin Alliance.*

VPR  
**7**

# COLUMBIA

## HEAVY BATTLESHIP

*Alliance, SUSA, Surface, Flagship, Ship, Capital*



**MODELS** I  
**ESCORTS** 0-4  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	12	3	5	4	7

**PROPERTIES**

Pivot

**SYSTEMS**

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	PSA	6	8	-	
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	PSA	-	6	-	Barrage

**HARDPOINT OPTIONS**

Heat Lance	IO	4	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	Barrage
Heavy Torpedo Turret	6	6	6	Submerged, Torpedo
Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

The Columbia was the most powerful vessel in the Confederate Navy during the **Ore War**. In the aftermath, many of these venerable craft escaped southwards and joined **SUSA** to continue the fight against the **Union's** oppression. Crewed by hardened veterans, they form a sturdy backbone for Alliance fleets, shrugging off a storm of enemy gunfire before turning about to bring their complement of heavy batteries to bear. Even the admirals of France and Italy, who consider Union naval designs functionable at best and grotesquely utilitarian at worst, grudgingly accept that there is a place for the Columbia in their formations—preferably in an exposed position at the centre of the line, where it can soak up damage on behalf of their own cutting-edge vessels.

Few vessels on the ocean are capable of trading volleys with a Columbia for long, for these battleships were built with sheer resilience foremost in mind. Tales abound of Columbia flagships returning to port days after being reported lost in battle, their hulls battered and cracked by ungodly amounts of punishment but still stubbornly afloat. By contrast, those rare opponents capable of enduring the wrath of one of these monsters are left terribly exposed, smoke pouring from breached hull seals and burned-out systems as lighter Alliance craft scythe in to deal a killing blow.



VPR  
**5**

# CONCORDAT COMMAND CRUISER

*Alliance, French, Italian, Portuguese, SUSA, Surface, Flagship, Ship, Papal*

**MODELS** I-2

**ESCORTS** O-2

**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	5	4	10	2	3	3	8

**ARCS**



**PROPERTIES**

Inspirational (7"), and Strategic Asset to Strategic Asset (5)

**SYSTEMS**

Flight Command (1), Priority Signals

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Torpedo Turret	FPA	5	5	5	Submerged, Torpedo
Focused Torpedo Turret	FSA	5	5	5	Submerged, Torpedo
Focused Heat Lance	FPS	8	4	-	Hazard (1), Solex (2)
Focused Heat Lance	PSA	8	4	-	Hazard (1), Solex (2)
Focused Heat Lancette	PSA	6	1	-	Mayhem, Solex (1)

**HARDPOINT OPTIONS**

Focused Heavy Gun Battery	5	7	-
Focused Light Gun Battery	3	5	-

The majestic profile of a Concordat Command Cruiser glides into battle, sunlight glinting from the gilded cross atop its citadel. It is a sight to strike awe in the enemy, to let them know that they face the wrath of the Almighty given physical form in steel and gold. Sanctified heat lances glow and spit holy fire, whilst the Concordat's defences dissolve incoming fire into a pyrotechnic display of flames and bursting shells.

Though designed and built in France, the first Concordats were commissioned by **Pope Pius IX** to serve as the flagships of his small but potent **Marina Pontificia**. The Pope required not just a warship, but a symbol of his worldly power, which explains the Concordat's striking profile and formidable loadout. Its role is not simply to annihilate enemy warships—although it is perfectly capable of doing so—but to act as a rallying point around which an Alliance fleet can assemble, drawing power from its **Solex Generators** and inspiration from its mere presence.

The most famous Concordat of all is *Verbum Dei*, the first of its kind and the personal flagship of His Holiness—though as an elderly man, Pius IX has only set foot aboard it once, during its maiden voyage. The *Verbum Dei's* foredeck is layered with a unique alloy of gold and sturginium, and the icon above its central minaret is said to contain a sliver of the True Cross. As a symbol of the papacy's might, the *Verbum Dei* is unmatched. Needless to say, it has not yet been risked in battle, and spends most of its time docked in the papal harbour at Civitavecchia. Yet it is said that Pius IX has spoken often in anticipation of a coming crusade of righteousness, in which his glorious flagship will lead the way.



**PONTIFEX GENERATORS**

Any model can be upgraded with a **Pontifex Array**, replacing both its **Focused Torpedo Turrets**. An upgraded model gains the *Incendiary Broadside*s property and the *Solex Generator* system.

VPR  
**7**

# COURONNE GRAND CARRIER

*Alliance, French, Surface, Flagship, Ship, Capital, Carrier*

MODELS

I

ESCORTS

0-4

GEN HP

0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	4"-7"	2	7	5	10	2	4	4	10

ARCS



PROPERTIES

Carrier (10), Reinforced Waterline, SRS (Malinois Interdictors), Stoic

SYSTEMS

Flight Command (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heat Lance	F	10	4	-	Hazard (1), Solex (2)
Torpedo Turret	FPA	6	6	6	Submerged, Torpedo
Torpedo Turret	FSA	6	6	6	Submerged, Torpedo
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PSA	-	6	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

Constructed from cutting-edge alloys that render them surprisingly fast and light for ships of their great size, stately Couronne Grand Carriers transport flights of **Malinois Interdictors** into battle. These fast and agile aircraft excel in reconnaissance and air cover, screening the Couronne and allied vessels from incoming bombers, or seeking out and destroying clusters of mines that threaten the fleet's progress. Though its purpose is not to dominate long-range engagements, a Couronne still boasts a fore-mounted heat lance and twin torpedo turrets that can dish out punishment to any craft that breach its air defence shield.

The Couronne's greatest boon, however, is as a symbol of Alliance pride. Many are adorned with a statue of *La Dame Liberté*, holding her torch aloft to light the way to a glorious future for the latinate bloc. These offshoot models are outfitted with a **Solex Generator** to overcharge their complement of heat lances, transforming this already deadly weapon into something capable of disintegrating a command bridge in a single blinding flash of light. The famed heliographer **Yves Lafontaine** captured a particularly famous image of a Couronne unleashing its main lance against an **Imperium** airship, in which it appears as if *La Dame* herself is casting forth a righteous beam of justice.



## LA DAME LIBERTÉ

One Couronne Grand Carrier in a Force can be upgraded to *La Dame Liberté*. It gains the **Legendary** trait, the **Inspirational** (12") property and the **Solex Generator** system.

VPR  
**10**



# GOTHAM ASSAULT CARRIER

*Alliance, SUSA, Surface, Flagship, Ship, Capital, Carrier*

**MODELS**

I

**ESCORTS**

○-5

**GEN HP**

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	2"-6"	1	7	6	11	3	4	5	7

**ARCS**



**PROPERTIES**

Boarding Parties (14), Carrier (8), Ground Assault (2), Flight Deck (Talon Autogyros), Pivot, Shallow Draught, SRS (Talon Autogyros), Strategic Asset (5)

**SYSTEMS**

Flak Barrage (8), Flight Command (2)

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage

**HARDPOINT OPTIONS**



Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

Rugged and reliable as an old mule, the Gotham Assault Carrier is a staple of most **SUSA** battlefleets. Many of these vessels were recovered by salvage teams at the tail end of the **Ore War** and put into service after hasty repairs. It is a testament to the Gotham's bluntly effective design that they continue to be utilised by the Latin Alliance in large numbers, outfitted with **Talon Autogyro** launch platforms to provide support for littoral invasions and complex boarding actions. These Talons are locally adapted equivalents of the Mark IV model used by the **Union**. Agile and well-armoured, they deposit fearless squads of **SUSA Terminators** onto the decks of enemy warships, whereupon they deliver a message of defiance and liberation with Gatling guns and armoured fists.

The Gotham has become something of an icon amongst **SUSA** propagandists, who drape the townships and labour-villages of the **Unity** with recruitment posters featuring stern-jawed soldiers leaping from the deck of an assault carrier to bring the war to the federalist menace, or to defy the old colonial powers. Some bright-eyed true believers succumb to this heroic message and willingly sign up to join the fleet or the **Ordenanzas**. Many more are simply pressed into service whether they like it or not, rounded up by hard-eyed recrutadores armed with billy clubs and a copy of *Liberation or Death*, a key manifesto of the Socialist Unity.





# LA REPUBLIQUE

## LEGENDARY SKYFORTRESS

*Alliance, French, Airborne, Flagship, Airship, Capital, Carrier, Marine Levante, Unique*

MODELS

I

ESCORTS

O

GEN HP

O

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	0"-6"	2	8	5	16	3	5	5	11

ARCS



PROPERTIES

Carrier (11), Inspirational (7"), Low Altitude, SRS (Frelon Bombers / Malinois Interdictors)

SYSTEMS

Flak Barrage (12), Flight Command (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Thermal Cluster Bombs	A	12	-	-	Bomb, Hazard (4), Solex (4)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	6	-
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The first generation of **Vauban Skyfortresses** were a true revolution in low altitude warfare, outfitted with prototype **Repulsor Generators** that let them drift above land and sea whilst unleashing a firestorm of death against the enemies of the Latin Alliance. *La Republique* is the sole surviving example of these ultra-heavy progenitors, and remains the pride of the French Navy.

In contrast to her more advanced and high-flying sister ships, *La Republique* boasts a full complement of heat lances capable of burning through the heaviest armour plating, along with light batteries and thermal bombs to blast away squadrons of escort ships. Fighters and bombers spill from her armoured decks as she soars into battle, their own guns and rockets adding to the destructive spectacle. In short, *La Republique* is a machine built to dominate any battlefield; to witness her in action is to know the glory and invincibility of **Prince-President Bonaparte's** globe-spanning war machine.



VPR  
**6**

# MAGENTA

## LEVANT BATTLECRUISER

*Alliance, French, Airborne, Flagship, Airship, Marine Levante*

**MODELS** I  
**ESCORTS** 0-2  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-10"	3	5	4	11	2	3	4	9

ARCS



**PROPERTIES**

Low Altitude

**SYSTEMS**

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	5	5	5	Aerial, Breach (1), High Velocity (3), Torpedo
Heat Lance	FPS	7	3	-	Hazard (1), Solex (2)
Heat Lance	PSA	7	3	-	Hazard (1), Solex (2)
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

**HARDPOINT OPTIONS**



Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	6	6	6	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

Named after a famous Alliance victory against the **Imperium** in 1859, the Magenta is the pride of **Prince-President Bonaparte's** Marine Levante. Like all of the Alliance's low-flying vessels, they are designed to move fast and strike decisively, unencumbered by heavy tides or densely packed naval engagements. Magenta captains are chosen specifically for their boldness and élan. French military doctrine emphasises the value of the sudden offensive thrust—a strategy for which the Magenta is perfectly suited. Hurtling into combat range some hundred or so metres above sea level, these battlecruisers seek out high-value targets and riddle them with heat lance beams, magnetically-guided bombs, or pinpoint cannon volleys, relying upon their superior speed and agility to evade the enemy's clumsy counterattacks.

The Magenta is famously well-appointed even by the standards of Levant vessels. Due to its spacious frame it can even support an additional generator alongside its repulsor system. **Solex** machinery can add additional piercing power to the Magenta's main lance weapons, while **Shield Generators** transform the battlecruiser into a mobile bulwark against incoming fire. Such adaptability has only added to the Magenta's success in the field.



VPR  
**7**

# MARS

## HEAVY BATTLESHIP

*Alliance, Italian, Surface, Flagship, Ship, Capital, Repair*

<b>MODELS</b>	I
<b>ESCORTS</b>	0-3
<b>GEN HP</b>	I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	7	5	11	2	4	4	9



### PROPERTIES

Ablative Armour (3), Daredevil Crew, Heavy Prow (7)

### SYSTEMS

Boosted Propulsion (+2"), Repair Facilities (1)

### WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPA	6	8	-	
Heavy Gun Battery	FSA	6	8	-	

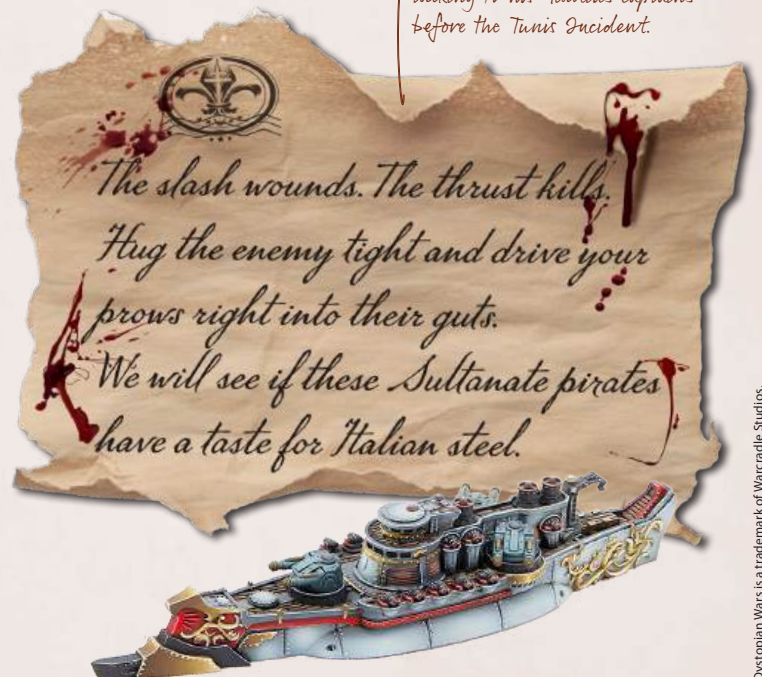
### HARDPOINT OPTIONS

Heat Lance	IO	4	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	Barrage
Heavy Torpedo Turret	6	6	6	Submerged, Torpedo

The Mars Heavy Battleships are the pride of the **League of Italian States**, and the beating heart of any Regia Marina fleet. They were designed with survivability foremost in mind, outfitted with double-reinforced belt armour and onboard emergency response facilities that allow the famed engineers of the Regia Marina to patch up grievous damage in the heat of battle, and aid any other friendly ships nearby. This is not to suggest that the Mars is a glorified support vessel; three heavy gun batteries provide a shattering base of firepower, annihilating enemy warships with volleys of armour-piercing shells.

Though the Mars boasts a torpedo launcher alongside its formidable main guns, much of its lighter weaponry has been removed to clear space for combat repair facilities. This means that for anti-frigate and destroyer firepower the vessel typically relies upon its own escorts and support ships. The elite crews of these formidable machines scoff at any who question this logic; they know their sole purpose is to punch into battle and take on the enemy's most prestigious flagships, enduring whatever their foes can throw at them before delivering a deadly cannonade at close range. Like the famous Roman triremes of old, the Mars will then smash into its prey with its fearsome armoured prow, crumpling tonnes of riveted metal as if it were paper.

*Admiral Matteo Bianchi, talking to his Gladius captains before the Tunis Incident.*





# MINERVA ASSAULT CARRIER

VPR  
**8**

*Alliance, Italian, Surface, Flagship, Ship, Capital, Carrier, Repair*

**MODELS**

I

**ESCORTS**

○-4

**GEN HP**

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	8	5	10	2	4	4	9

**ARCS**



**PROPERTIES**

Ablative Armour (3), Carrier (8), SRS (Malinois Interdictors)

**SYSTEMS**

Flight Command (1), Repair Facilities (3)

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FPSA	-	6	-	Barrage
Light Rocket Battery	FPSA	-	6	-	Barrage

**HARDPOINT OPTIONS**

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

Few ships better exemplify the ingenuity and resourcefulness of the Regia Marina better than the Minerva Assault Carrier. Fully capable of deploying a wing of **Malinois Interdictors** into the skies to defend against enemy warplanes, the Minerva also operates as a mobile repair facility. Outfitted with hydraulic cranes and welding beamers, a Minerva will pull alongside breached allies to perform emergency hull-work or system maintenance beneath the cover of their aerial contingent. Many a wounded flagship has limped back into port thanks solely to the ministrations of a Minerva's engineers.

It is little wonder that these vessels are in such high demand amongst the other members of the Latin Alliance. The **Tetrarchy** has earned a small fortune by sending taskforces to South America to support **SUSA** operations, and even senior officers of the French Navy grudgingly admit the superiority of the **Italian States** when it comes to naval repair and recovery. There is an ongoing and rather undignified squabble between the Tetrarchy and **Prince-President Bonaparte** requiring the sharing of the Regia Marina's advanced engineering blueprints; rumour has it that Bonaparte has assigned agents of the French external security bureau to obtain these assets by fair means or foul. For the good of the Alliance, of course.





# ORIFLAMME GRAND BATTLECRUISER

VPR  
**6**

*Alliance, French, Surface, Flagship, Ship*

**MODELS** I  
**ESCORTS** 0-4  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-9"	2	6	4	11	3	4	3	9



**PROPERTIES**

Maritime Patrol, Reinforced Waterline, Stoic

**SYSTEMS**

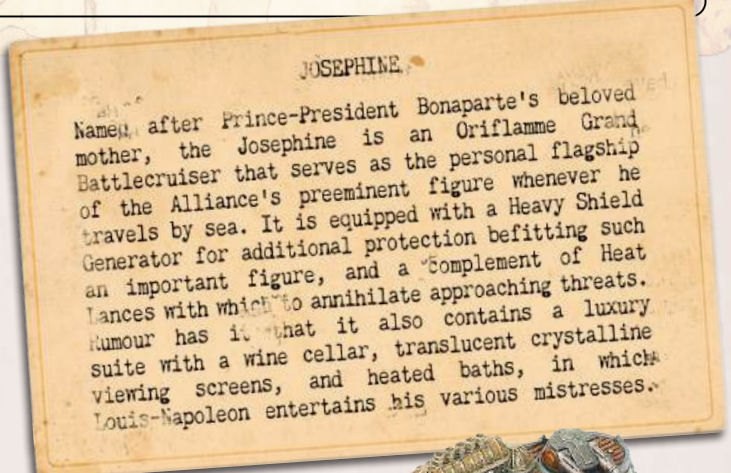
WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Torpedo Turret	FPA	5	5	5	Submerged, Torpedo
Focused Torpedo Turret	FSA	5	5	5	Submerged, Torpedo
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Heavy Gun Battery	PSA	5	7	-	
Focused Light Gun Battery	FP	3	5	-	
Focused Light Gun Battery	FS	3	5	-	

**HARDPOINT OPTIONS**

Focused Heat Lance	8	4	-	Hazard (1), Solex (2)
Focused Heavy Magnetic Bombard	-	5	7	Guided (2), Navigation Lock (1)
Focused Heavy Rocket Battery	-	7	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Focused Heat Lancette	6	1	-	Mayhem, Solex (1)
Focused Light Rocket Battery	-	5	-	Barrage
Focused Torpedo Turret	5	5	5	Submerged, Torpedo

At the heart of many an Alliance fleet can be found the elegant yet intimidating profile of a Oriflamme Grand Battlecruiser, its batteries spitting fiery death into the heart of the enemy's formation. Thoroughly modernised from the hulls of aging **Prince de Joinville** battleships, the Oriflamme remains the pride of the **Republique**, symbolising France's cultured approach to warfare. They are lighter and faster than the capital ships favoured by many of the Alliance's rivals, eschewing defensive solidity in favour of the aggressive *coup de main* so beloved by French admirals.

An Oriflamme at combat speed is a marvellous sight to behold, its sleek prow parting the waves with barely a ripple as light sparkles across its filigreed hull. The heavy ship seems more a work of art than a war machine, but any lingering doubts as to its effectiveness is soon dispelled when the Oriflamme's heavy batteries begin to target the enemy with devastatingly accurate salvos. State-of-the-art fire control mechanisms ensure that each armour-piercing shell strikes almost the exact same point, penetrating the target's hull to obliterate its essential systems.



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VPR  
**6**

# SAINT-MICHEL LEVANT BATTLE CARRIER

*Alliance, French, Airborne, Flagship, Airship, Carrier, Marine Levante*

**MODELS** I  
**ESCORTS** 0-4  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-7"	3	5	4	11	2	3	4	9

**ARCS**



**PROPERTIES**

Carrier (6), Low Altitude, SRS (Malinois Interdictors)

**SYSTEMS**

Flight Command (1)

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	5	5	5	Aerial, Breach (1), High Velocity (3), Torpedo
Heat Lance	PSA	7	3	-	Hazard (1), Solex (2)
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

**HARDPOINT OPTIONS**



Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

There are many advantages to be found in fielding aircraft carriers that can soar above the churning surface of the open ocean, launching their complement of fighters directly into the fray. Outfitted with the latest version of the **Levant Generator**, the Saint-Michel Levant Battle Carrier is able to reach any part of a battlezone swiftly, deploying squadrons of **Malinois Interdictors** before seeking distance and cover from retributive attacks. Once this fighter complement has been let loose, the Saint-Michel turns its own guns on the foe, a varied array of heat lances, light guns, and aerial torpedoes that can send almost any warship to the bottom of the ocean.

Saint-Michels are typically employed by Alliance admirals in an air supremacy role, quickly and definitively seizing control of the skies before adding their own not-insignificant firepower to the main battleline. They possess highly intricate flight command systems and telemetry-engines to keep track of every warplane in the air, along with a staff of twenty or more analysts working at double-speed to interpret reams upon reams of data. Named in honour of **Prince-President Bonaparte's** renowned fortress-laboratory of *Mont Saint-Michel*, these proud vessels have proven worthy of that accolade time and again.



VPR  
**10**



# VAUBAN SKYFORTRESS

*Alliance, French, Airborne, Flagship, Airship, Capital, Carrier, Marine Levante*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	2	8	5	16	3	5	5	11

<b>MODELS</b>	I
<b>ESCORTS</b>	0-5
<b>GEN HP</b>	0



**PROPERTIES**

Carrier (11), SRS (Malinois Interdictors / Frelon Bombers)

**SYSTEMS**

Flak Barrage (12), Flight Command (1)

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Thermal Cluster Bombs	A	12	-	-	<b>Bomb</b> , Hazard (4), Solex (4)
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage

**HARDPOINT OPTIONS**

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)
Torpedo Turret	6	6	6	<b>Submerged</b> , Torpedo

An engineering marvel that strikes fearful awe into the hearts of the Alliance's foes, the Vauban Skyfortress looms majestically above the battlefield, fighters and bombers spilling from its twin launchpads like a swarm of vengeful hornets. Dedicated control rooms with phonoscopic tracking sensors allow the Vauban's command staff to direct multiple squadrons with astonishing precision, co-ordinating massed bombing runs and establishing multi-layered defence screens that prove all but impenetrable to enemy aerial formations. Any bomber tasked with attacking a Vauban must first pass through a cloud of flak so intense that negotiating it without suffering a catastrophic hit is all but impossible.

Once the war in the clouds has been decisively won, the Vauban concentrates its airpower upon the unfortunate vessels below, sending forth its elite combat pilots to deliver the enemy battlefleet to the bottom of the ocean. The Vauban itself contributes to this annihilation, drifting over the chosen target and releasing a full payload of thermal cluster bombs—one of the most feared weapons in the arsenal of the Latin Alliance. These rain down across the doomed target's deck, detonating upon contact and unleashing a devastating shockwave of heat that can instantly turn several layers of steel plating into boiling liquid.



VPR  
**8**

# VIRGINIA

## ASSAULT BATTLESHIP

*Alliance, SUSA, Surface, Flagship, Ship, Capital, Carrier*

**MODELS** I  
**ESCORTS** 0-4  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-6"	2	7	5	12	3	5	4	7

**ARCS**



**PROPERTIES**

Carrier (5), Pivot, SRS (Talon Autogyros)

**SYSTEMS**

Flak Barrage (10)

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	PSA	-	6	-	Barrage

**HARDPOINT OPTIONS**



Heat Lance	10	4	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	Barrage
Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

Like so many staples of the SUSA Navy, the Virginia Assault Battleship is a relic of the **Ore War**, retrofitted and restored to fighting status. The Confederate Navy used these resolute craft to carry out boarding actions against their **Union** foes during that terrible conflict. When it became obvious that they would lose, many fled south to take refuge in the **Socialist Unity**, led by the hard-bitten **Fleet Admiral Elizabeth Buchanan**. In exchange for asylum, these veterans agreed to share their battle experiences with the nascent SUSA military, contributing to the development of new strategies and tactics.

The Virginia is a hybrid of a fleet carrier and a battleship, sturdy enough to partake in slugging matches with most ships of equal size, yet also outfitted with a landing pad from which to launch **Talon Autogyros**. Once a targeted ship has been sufficiently bloodied by the Virginia's batteries, these transport landers will carry over a complement of grizzled **Terminators** to finish the job by destroying the vessel's command and sabotaging her vital systems. Such tactics are not subtle, but are undeniably effective.



VPR  
4

# CHARLEMAGNE

## HEAVY CRUISER

*Alliance, French/Portuguese\*, Surface, Line, Ship*

MODELS

I-3

ESCORTS

○

GEN HP

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	5	4	10	2	3	3	8

ARCS



PROPERTIES

Reinforced Waterline, Stoic

SYSTEMS

## WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Torpedo Turret	FPA	5	5	5	Submerged, Torpedo
Focused Torpedo Turret	FSA	5	5	5	Submerged, Torpedo
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Light Gun Battery	PSA	3	5	-	

## HARDPOINT OPTIONS

H	Focused Heat Lance	8	4	-	Hazard (1), Solex (2)
H	Focused Heavy Magnetic Bombard	-	5	7	Guided (2), Navigation Lock (1)
H	Focused Heavy Rocket Battery	-	7	-	Barrage
H	Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
I	Focused Heat Lancette	6	1	-	Mayhem, Solex (1)
I	Focused Light Rocket Battery	-	5	-	Barrage
I	Focused Torpedo Turret	5	5	5	Submerged, Torpedo

Many bright-eyed graduates of the École Navale in Lanvéoc-Poulmic dream of one day captaining a Charlemagne Heavy Cruiser into battle, and for good reason. These heavily-armed vessels have bested the enemies of France on countless occasions, speeding into battle with guns and heat lances blazing at the spearhead of an offensive formation. Their gun batteries and torpedo launchers are the most advanced such weapon systems in the Alliance Navy. Each is outfitted with the latest trajectory convergence mechanisms, allowing the Charlemagne's gunners to focus their rounds on hammering a precise location, increasing the chances of a penetrative hit.

The Charlemagne's quality extends beyond its killing might alone. With reinforced hulls designed to protect against torpedo attacks and the capacity to exchange one of their gun batteries for a **Heavy Shield Generator** or other support device, these cruisers are some of the most rugged vessels in service in the Marine Nationale. Very few officers of the French Admiralty have not commanded a Charlemagne at some point during their career; indeed it is seen by many as a prerequisite for higher promotion, and a good test of a promising captain's ability to oversee a capital command.



## SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *French* or *Portuguese*.



# CHEVALIER CRUISER

**VPR**  
**3**
*Alliance, French/Portuguese\*, Surface, Line, Ship*
**MODELS**
**I-3**
**ESCORTS**
**○**
**GEN HP**
**I**

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	5	4	9	2	3	3	8

**ARCS**

**PROPERTIES**

Reinforced Waterline, Stoic

**SYSTEMS**
**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
OH Heavy Gun Battery	FPS	4	6	-	
OH Heavy Gun Battery	FPS	4	6	-	

**HARDPOINT OPTIONS**

OH Heat Lance	7	3	-	Hazard (1), Solex (2)
OH Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
OH Heavy Rocket Battery	-	6	-	Barrage
OH Heavy Torpedo Turret	5	5	5	Submerged, Torpedo

Designed for bold, aggressive operations in the grand tradition of the Latin Alliance, Chevalier Cruisers are tasked with laying down a formidable screen of torpedoes to obstruct the opposition's movement, then engaging the lead elements of their battlefleet with a flurry of heat lance beams and screaming rockets. They are fast and manoeuvrable, sacrificing heavy ablative plating that might hinder their attempts to strike at weak points in the enemy's formation.

More recently, the admiralty has begun to experiment with squadrons of Chevaliers outfitted solely with magnetic bombards. These models utilise their speed to stay out of range of the enemy's heavy guns while peppering them with fire. At the **Battle of Calypso Deep** a squadron of bombard-equipped Chevaliers sank the Bayezid-class flagship *Gücün* using such tactics, resulting in the death of **Admiral Mesut Akbaş**, the so-called "*Lion of the Aegean*".

The majority of Chevalier captains, however, prefer the directness of heat lances or heavy guns, relying on sheer aggression to win the day. They insist that it is better to end an engagement with a decisive thrust to the heart than rely upon crude weight of armour to win the day, but the high mortality rate amongst their ranks speaks to their reputation for risk-taking. Fortunately for the French Admiralty there is no shortage of dashing young officers determined to make their name and reputation at any cost.



## SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *French* or *Portuguese*.

# GETTYSBURG

## HEAVY MONITOR

*Alliance, SUSA, Surface, Line, Ship*

**MODELS**

I-4

**ESCORTS**

○

**GEN HP**

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-6"	2	4	4	9	2	4	3	5

**ARCS**



**PROPERTIES**

Pivot, Shallow Draught

**SYSTEMS**

Boosted Propulsion (+2"), Mine Sweeper (3)

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

**HARDPOINT OPTIONS**



Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

The oldest vessels currently in service amongst the Alliance battlefleets, Gettysburg Heavy Monitors are often scorned by the crew of newer and flashier models. Yet those who serve aboard a Gettysburg soon come to value the ship's ability to chug relentlessly onwards come fair weather or foul. It can hardly be denied that they continue to perform invaluable duties for the **SUSA**, sweeping minefields ahead of the main fleet, and exchanging fire with lead elements of the enemy's force. Even when heavily damaged, a Gettysburg is so straightforward in its construction that it can be refitted and returned to combat in a matter of days. Such rugged resilience perfectly suits SUSA's needs.

Together, a squadron of Gettysburgs presents a serious obstacle, and in shallower seas their true value becomes apparent. Utilising their paddle wheels to pivot on a dime, they present a narrow profile to enemy gunners while their own batteries hammer away at a chosen target. After twenty-plus years of service the Gettysburg might be showing its age, but in the hands of a determined crew it can still have a decisive say in the outcome of any naval engagement.





# GLADIUS STRIKE CRUISER

*Alliance, Italian, Surface, Line, Ship*

**MODELS** I-3

**ESCORTS** ○

**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	4	4	9	2	3	2	7



## PROPERTIES

Ablative Armour (2), Daredevil Crew, Heavy Prow (3)

## SYSTEMS

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Sharpshooter Heavy Gun Battery	FPS	4	6	-	Precise (1)
Sharpshooter Heavy Gun Battery	PSA	4	6	-	Precise (1)

## HARDPOINT OPTIONS

Sharpshooter Heat Lance	7	3	-	Precise (1), Hazard (1), Solex (2)
Sharpshooter Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1), Precise (1)
Sharpshooter Heavy Rocket Battery	-	6	-	Barrage, Precise (1)

Pride of the Castellammare di Stabia shipyards, the Gladius is a highly successful class of strike cruiser designed to cripple high-value targets at medium to long range before racing in to deliver the coup de grâce. Their batteries are equipped with highly complex monoscopic sights and gyro-stabilisers that allow Gladius gunners to pick their shots even when moving at high speed. With the murderous efficiency of hunting wolves a squadron of these vessels can cripple a far heavier battleship. They will pour their fire into engines or boiler vents to render their quarry helpless in the water, then either hammer the target from a safe distance or surge in to ram it with armoured prows until its hull is torn open and it begins to capsize.

It is little wonder that the crews of Gladius ships have a reputation for ruthlessness and a confidence in their vessel's capabilities that often borders on arrogance. The famed Gladius captain **Guisepppe "Beppe" Littori** exemplifies their character. In a short but glorious career Littori and his crew attained no less than seven confirmed cruiser-class kills, and even managed to capture the venerable Prussian flagship *Uradel* after crippling her engines. Littori was eventually slain in a duel whilst on leave in Naples, allegedly after a Dutch mercenary accused him of cheating at a game of *Briscola*.



## SCUTUM MINE LAUNCHER

Any model can be upgraded with a **Scutum Mine Launcher**. Each upgraded model gains the *Mine Layer* (1) property.

# LYON

## LEVANT HEAVY CRUISER

*Alliance, French, Airborne, Line, Airship, Marine Levante*

MODELS

I-3

ESCORTS

○

GEN HP

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	6	4	10	2	3	3	8

ARCS



PROPERTIES

Low Altitude

SYSTEMS

## WEAPONS

H  
 H  
 L

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPSA	4	6	-	
Light Gun Battery	FPS	2	4	-	

## HARDPOINT OPTIONS

H  
 H  
 H  
 H  
 L  
 L  
 L

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	6	6	6	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

The Lyon was one of the first line ships of the Levant style to be put into action, and it has continued to prove its worth as a low-altitude cruiser analogue despite the availability of heavier and more up-gunned variants. Its success is due to the Lyon's highly adaptable frame, which can withstand far harder punishment than most machines of the Marine Levante. The Lyon is capable of operating at various distances depending upon its main armament, with a central swivel-mounted hardpoint that allows it to maintain constant fire no matter its bearing. The latest evolution of the **Levant Generator** allows the Lyon to strike from unexpected directions, zooming down from on high and skating between the enemy's firing angles while its own weapons blast gaping holes through steel plating and atomise unlucky crew.

The Lyon is a highly adaptable design, and a number of variants have seen combat in Alliance fleets. One of the most innovative involves replacing one of the heavy cruiser's gun batteries to clear space for a macro-charged **Solex Generator**. This effectively transforms the Lyon into an energy source for nearby Levant vessels armed with heat lance weapons, allowing an entire skyfleet to combine their firepower to a frankly terrifying degree.



### FRANCISCO SOLEX GENERATOR

Any model can be upgraded with a **Francisco Solex Generator**. Each upgraded model loses its **FPSA Heavy Hardpoint** weapon, but gains the *Generator Ship* and *Solex Generator* systems.



VPR  
**4**

# SARATOGA

## ASSAULT CRUISER

*Alliance, SUSAs, Surface, Line, Ship*

**MODELS** I-4  
**ESCORTS** ○  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	4	4	9	2	3	3	5



**PROPERTIES**  
Carrier (3), Pivot, Shallow Draught, SRS (Talon Autogyros)

**SYSTEMS**

**WEAPONS**

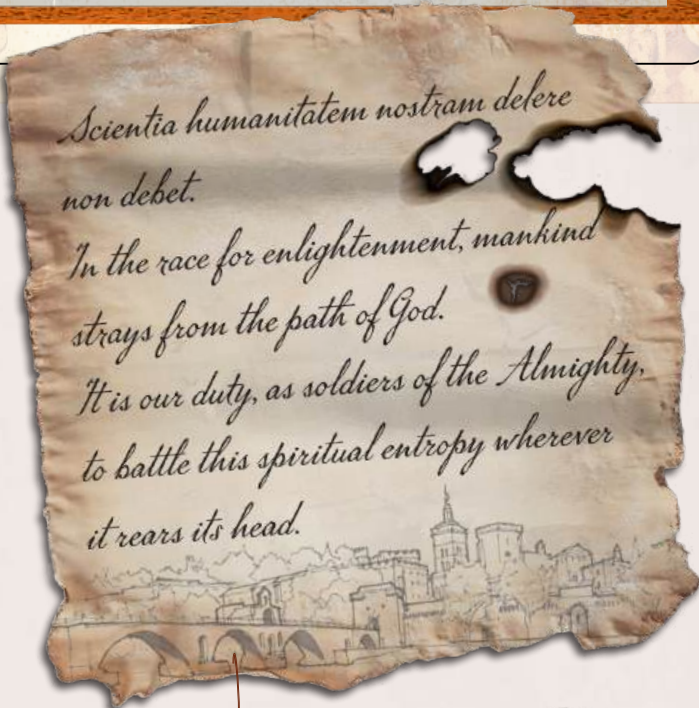
	ARC	C	S	E	QUALITIES
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	

**HARDPOINT OPTIONS**

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	<b>Submerged</b> , Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	<b>Submerged</b> , Torpedo

Saratoga vessels are the dependable workhorses of the **Socialist Unity of South America**, and a major reason behind the SUSAs' dominance of the major waterways of the sub-equatorial continent. With shallow-draught hulls and paddle wheels capable of conquering the fastest-flowing currents, squadrons of Saratogas outmanoeuvre larger ships before launching aggressive boarding actions. Their rear landing pads are used to deploy squads of assault **Terminators** aboard **Pitcairn-Cierva** manufactured **Talon Autogyros**. These soldiers quickly overrun and eliminate any crew members, capturing the vessel intact if at all possible so that it might be put into use in the name of the Great Cause, or simply reduced to scrap and salvage.

The Saratoga is simple enough to produce that the newly constructed shipyards of the Estaleiro do Povo in Macapá have begun to create scratch-built and modified versions to reinforce the ragtag and battleworn fleets of the Unity. It is the dream of **Chairman Elisabeta de la Rossa** that this is a sign of the future, and the SUSAs will one day possess the industrial capacity to develop a true blue water navy of its own. Until that time, the Saratoga and its ilk will continue to serve as faithfully as ever.



*Pope Pius IX, during the controversial Avignon address*



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VPR  
**4**

# SALVADOR BATTLECRUISER

*Alliance, SUSA, Surface, Line, Ship*

**MODELS** I-2  
**ESCORTS** O-2  
**GEN HP** O

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-6"	2	7	4	11	2	4	4	7



**PROPERTIES**  
Pivot, Shallow Draught

**SYSTEMS**

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	
Torpedo Turret	FP	4	4	4	Submerged, Torpedo
Torpedo Turret	FS	4	4	4	Submerged, Torpedo
Torpedo Turret	PA	4	4	4	Submerged, Torpedo
Torpedo Turret	SA	4	4	4	Submerged, Torpedo

**HARDPOINT OPTIONS**

Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Light Rocket Battery	-	4	-	Barrage
Light Gun Battery	2	4	-	
Light Rocket Battery	-	4	-	Barrage

A Salvador Battlecruiser announces its presence on the battlefield by launching a flurry of torpedoes, propellant trails criss-crossing beneath the waves as each warhead angles towards a vulnerable target. These warships are a unique creation of SUSA's innovative shipwrights, a clever refitting of the old Pensacola class of **Union** cruisers, long considered obsolete by the engineers of the **Federated States**. This assumption has since been proven entirely false. While it might lack the sophisticated systems of more cutting-edge battlecruisers, the Salvador's rugged frame and adaptability has meant it is always in high demand amongst SUSA admirals. In a protracted gunfight on the high seas these vessels more than hold their own. Indeed, it is a mark of national pride amongst sailors of the Unity to see a design from their own shipyards prove so effective.

Though the Salvador possesses two heavy batteries capable of dealing significant damage to vessels of equivalent size, its true value becomes apparent when it faces enemy submarines or other underwater vehicles. Four torpedo turrets are sufficient to put the fear of the almighty in any submersible captain, and the Salvador's paddle-wheels allow it to turn and direct these weapons at the optimum angle no matter the enemy's current bearing.



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# SPATHA

## ATTACK CRUISER

*Alliance, Italian, Surface, Line, Ship*

**MODELS**

I-3

**ESCORTS**

○

**GEN HP**

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	4	4	10	2	3	2	7

**ARCS**



**PROPERTIES**

Ablative Armour (2), Daredevil Crew, Heavy Prow (5)

**SYSTEMS**

Boosted Propulsion (+2")

### WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	
Light Gun Battery	FPS	2	4	-	

### HARDPOINT OPTIONS



Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

Since the days of antiquity, Italian naval tradition has put great emphasis upon closing with the enemy and utilising one's own vessel as a deadly weapon. The ramming triremes of old have been replaced by doughty models such as the Spatha, an assault cruiser designed to slam into enemy craft at high speed and sink its prow deep into their vulnerable interior. Shock-absorbing dampeners built into the Spatha's framework prevent the attack cruiser from simply crumpling into a ball upon impact, whilst ablative plating allows it to withstand enemy fire as it closes into attack range.

Needless to say, such tactics require a crew with nerves of steel and a laissez-faire attitude towards their own survival, and a captain willing to smash several hundred tonnes of metal into something equally massive. Even with a Spatha's formidable ablative armour, the damage from such an impact can be crippling, but for the unfortunate ship on the receiving end the results are usually far worse; in a few awful moments of screaming metal, a proud vessel is transformed into a crumpled ruin. Anything that survives this catastrophe is swiftly dispatched by the Spatha's heavy guns.



### SCUTUM MINE LAUNCHER

Any model can be upgraded with a **Scutum Mine Launcher**. Each upgraded model gains the *Mine Layer* (1) property.

VPR  
2

# BRETTEUR DESTROYER

*Alliance, French/Portuguese\*, Surface, Patrol, Ship*

**MODELS** I-4

**ESCORTS** ○

**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-7"	3	4	3	5	1	1	2	6

**ARCS**



## PROPERTIES

Attachment (Flagship), Reinforced Waterline, Stoic

## SYSTEMS

Defensive (2)

## WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	
FPS	2	4	-	

## HARDPOINT OPTIONS



Heat Lancette

4 1 - Mayhem, Solex (i)



Light Rocket Battery

- 3 - Barrage



Torpedo Turret

3 3 3 Submerged, Torpedo

One of a series of new model warships produced by the French Navy, the Bretteur Destroyer is designed to withstand a far greater level of punishment than Alliance vessels of the same classification. It was developed in conjunction with Portuguese engineers, incorporating elements from the armed merchantmen that make the long voyage from Porto to the docks of Rio de Janeiro, battling corsairs, rogue squadrons, and airships all the way. The Bretteur possesses twin light batteries, as well as a complex flak array with which to engage enemy warplanes. Squadrons of Bretteurs doggedly lead the way for larger ships of the line, placing their hulls in harm's way and ensuring that any ambitious bomber pilots looking for an easy kill are sent spinning into the ocean, their craft riddled with holes and wreathed in flames.

Bretteur Destroyers are considered somewhat unfashionable by many French officers, who consider this more utilitarian design unbecoming for a navy in which the benefits of speed and dash are prized above all. Yet those who serve aboard these vessels come to love them for their reliability and impressive firepower. These qualities were exhibited by the crew of the Bretteur Destroyer *Richelieu* during a skirmish with the pirates of the **Black Hand** in the bloody summer of 1869. The *Richelieu* defended a merchant convoy from repeated attacks by light ships and twin-pilot gyrocopters, suffering repeated torpedo strikes but continuing to fight on until assistance finally arrived several hours later.

## SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *French* or *Portuguese*. It can only be fielded as an **Attachment** to a **Parent Unit** with the chosen trait.

VPR  
**1**

# CESTUS ZEBEK

*Alliance, Italian, Surface, Patrol, Ship, Light Vessel***MODELS** 2-6**ESCORTS** ○**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-7"	3	4	3	4	1	1	2	5

**ARCS****PROPERTIES**

Ablative Armour (1), Light Vessel

**SYSTEMS**

Flak Barrage (2)

**WEAPONS**

Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	3	-	

Fast-moving squadrons of Cestus Zebeks swarm around the flanks of an Italian battlefleet, alert and waiting for the first sign of approaching danger. Though small, these tough little warhounds possess thick armour that renders them surprisingly difficult to take down. They are outfitted with a single light battery for engaging fellow light ships, as well as a flak turret that can deal with any warplanes circling above. When several Cestus descend upon a target they can deal significant damage, like hunting dogs tearing at a wounded lion.

The Cestus is as utilitarian a design as they come, consisting of little more than an engine, a central living compartment and a hull-mounted weapon. Perhaps this simplicity is key to the ship's widespread success. These vessels are frequently referred to by sailors of the Regia Marina as "*Segugi del Mediterraneo*" or the "*Dogs of the Mediterranean*", for hundreds of them patrol the border waters of the Italian domain, keeping an eye out for smugglers or rogue agents of rival powers who might threaten the **Tetrarchy's** interests. To the displeasure of the Italian admirals, several Cestus crews have been accused of partaking in a little light larceny themselves, seizing illicit cargo and selling it on at foreign ports for a tidy profit. A number of high-profile court martials have done little to solve the issue.



VPR  
1

# ECUYERE FRIGATE

*Alliance, French/Portuguese\*, Surface, Patrol, Ship, Light Vessel*

**MODELS** 2-6

**ESCORTS** ○

**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-8"	4	4	3	4	1	1	2	6

ARCS



## PROPERTIES

Attachment (French/Portuguese), Light Vessel,  
Reinforced Waterline, Stoic

## SYSTEMS

Defensive (t)

## WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	3	-	

## HARDPOINT OPTIONS



Heat Lancette

4 I - Mayhem, Solex (t)



Light Rocket Battery

- 3 - Barrage



Torpedo Turret

3 3 3 Submerged, Torpedo

Swift and stalwart, Ecuere Frigates are commonly sighted on the fringe of Alliance battlefleets, selflessly screening larger vessels from the threat of submarines and fast attack ships. To protect themselves from the same submerged threats that they are assigned to hunt, Ecueres have a reinforced keel section and shock-absorbing bulkheads that can negate the impact of torpedo hits.

The Ecuere is named after the fast courier ship that brought **Prince-President Bonaparte** back to Arenenberg from New York to see his mother before she died, and is as swift as that classification implies. These ships are often used to transport high-value personnel to and fro between the various elements of Alliance fleet command. As a result they are surprisingly well-appointed and elegant for their class and weight, which might give opposing naval officers the impression that they are little more than pretty ornaments not worthy of consideration in battle. This is a foolish assessment, as anyone who has had to contend with the combined fire of a full squadron of Ecueres will attest to.

Though they specialise in defensive actions, Ecueres can be outfitted with various weapons systems in order to perform specific duties. The addition of torpedo turrets turns them into superb submersible hunters, while the installation of the feared heat lancette allows them to engage far larger targets at close range. Hunting in packs of up to six ships, squadrons of these frigates have been known to bring down prey of cruiser class or above.

## SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *French* or *Portuguese*. It can only be fielded as an **Attachment** to a **Parent Unit** with the chosen trait.

VPR  
2

# HONNEUR LEVANT DESTROYER

*Alliance, French, Airborne, Patrol, Airship, Marine Levante*

**MODELS** 2-4

**ESCORTS** ○

**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-7"	4	4	4	5	1	2	2	7

**ARCS**



## PROPERTIES

Attachment (Marine Levante, Carrier), Hunter (Surface), Low Altitude

## SYSTEMS

## WEAPONS



Light Rocket Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	-	3	-	Barrage
FPS	-	3	-	Barrage

## HARDPOINT OPTIONS



Light Gun Battery

2 3 -



Heat Lancette

4 1 - Mayhem, Solex (1)



Torpedo Turret

3 3 3 Submerged, Torpedo

The Marine Levante experimented with various different frames and models for a low-altitude destroyer analogue before settling upon the Honneur class. With a reduced profile and lighter gun batteries, the Honneur can perform the task of patrolling the flanks of a Levant formation, bringing its weapons to bear against any surface targets that present themselves. They are often sighted flying escort for massive Levant carriers, operating in pairs to destroy anything that might threaten their larger cousins.

Even though much of an Honneur's mass is taken up by the housing and power couplings of its **Repulsor Generator**, it retains a formidable degree of killing power. Exact armaments vary from destroyer to destroyer, but most Honneur captains prefer the shock and awe of a massed rocket barrage. Plunging down at a steep angle they unleash a swarm of rockets that engulfs their quarry in a blossoming fireball, before peeling away to avoid return fire.

Such tactics require immense skill and nerve on behalf of the Honneur's crew, for although Levant innovation grants tremendous headlong speed, it also makes sudden turns and elevations lethally difficult. It is a testament to the supreme training of graduates of the École Levante that very few Honneurs have been lost in high-impact collisions. When such incidents do occur, the results are often spectacular. During a naval skirmish off the coast of Tunis, the listing Levant Destroyer *Impitoyable* crashed into the bridge of a **Sadrzazam Heavy Cruiser**, resulting in the fiery annihilation of both vessels.



# PICARDY LITTORAL MONITOR

*Alliance, French/Portuguese\*, Surface, Patrol, Ship*

MODELS

I-3

ESCORTS

○

GEN HP

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	5	4	6	2	2	2	8

ARCS




PROPERTIES





Maritime Patrol, Reinforced Waterline, Shallow Draught, Stoic

SYSTEMS

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
 Heavy Gun Battery	FPS	4	6	-	

## HARDPOINT OPTIONS

 Heat Lance	7	3	-	Hazard (1), Solex (2)
 Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
 Heavy Rocket Battery	-	6	-	Barrage
 Heavy Torpedo Turret	5	5	5	Submerged, Torpedo

France is a country with many great rivers, and a history of suffering raids and pillaging along the length of these vast waterways. The Picardy Littoral Monitor was designed to prevent any such outrages in an age when submarines and other stealthy vessels can slip past a cumbersome blockade force. They are lightly but fittingly armed with torpedo launchers and a single main battery, allowing Picardy captains to engage threats above or below the waves. Sleek hulls and a low profile grant them the ability to operate most effectively in shallower waters, but their engines are potent enough to deal with rough seas if necessary.

The crews of these proud ships are reminded that they are often the last line of defence for civilians and as such are often recruited from inland towns and cities. This ensures they understand what is truly at stake should an enemy vessel break past them into Alliance territory. Few Picardy crews exemplify such patriotic tendencies better than the sailors of *La Beauté Parisienne*, who found themselves facing rampaging Scandinavian raiders at Crique de Rouen at the mouth of the Seine. Rather than retreating from the advancing assault ships, the captain of *La Beauté* ordered his patrol fleet to close in, bringing the full killing power of their heat lance weaponry to bear. Holding their nerve until the very last moment, the Picardy's crew fired at point-plank range, scoring a direct hit upon an enemy light cruiser's magazine. The resulting explosion destroyed two more Scandinavian frigates, and ensured an unlikely victory. For their valour, the crew of *La Beauté Parisienne* were presented with the Légion d'Honneur by the Prince-President himself.



## SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *French* or *Portuguese*.



VPR  
**2**

# PUGIO DESTROYER

*Alliance, Italian, Surface, Patrol, Ship*

<b>MODELS</b>	I-3
<b>ESCORTS</b>	○
<b>GEN HP</b>	I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-8"	3	4	3	5	1	1	1	6



## PROPERTIES

Ablative Armour (x), Attachment (Italian, Support), Hunter (Surface)

## SYSTEMS

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	PSA	2	3	-	

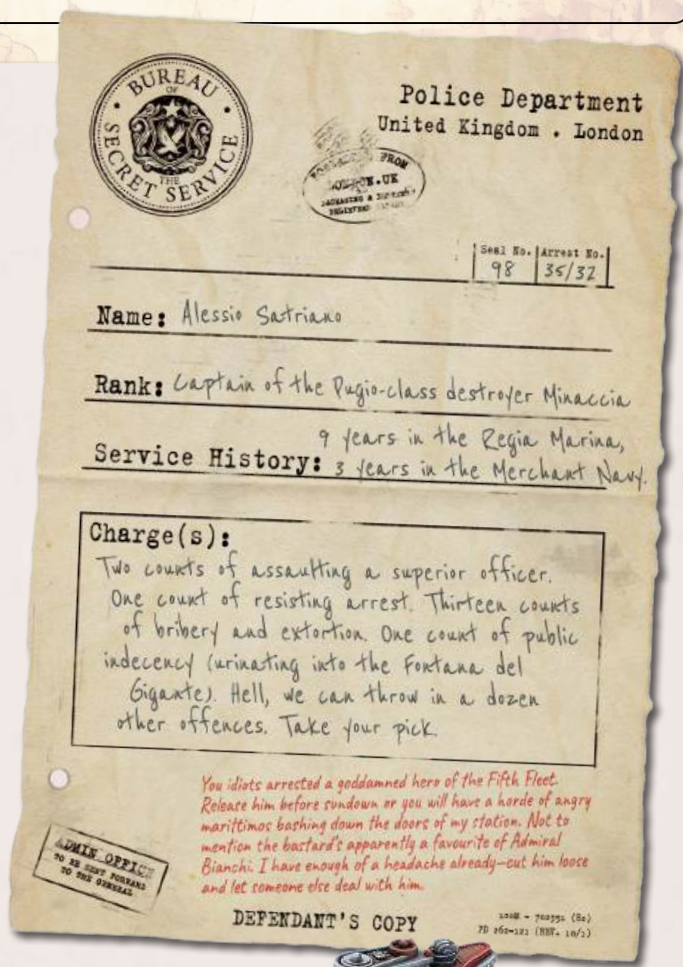
## HARDPOINT OPTIONS

Heat Lancette	4	I	-	Mayhem, Solex (x)
Light Rocket Battery	-	3	-	Barrage
Torpedo Turret	3	3	3	Submerged, Torpedo

Pugio destroyers are named after a dagger-sized blade favoured by Roman legionaries as an auxiliary weapon, and are as small yet deadly as that nomenclature implies. Their role is to screen the advance of the Italian fleets, hunting enemy surface vessels with their twin gun batteries. Like the majority of Regia Marina ships, Pugios possess sturdy belt armour reinforced with ablative plating, meaning that they will likely prove more than a match against enemies of similar classification. Shells bounce and skip from their hull as they barrel headlong into battle, hunting in packs to maximise their lethal efficiency.

Simple designs they might be, but Pugios are beloved by not only their own crew, but those of the capital ships they protect. There are few graduates of the Italian naval colleges that have not served aboard one of these destroyers at some point, learning the essentials of war at sea across several years of unglamorous but vital service. Only when they are battle-hardened and experienced will they proceed "from dagger to sword" as the saying goes, earning a position aboard a Gladius or Pilum.

It is the watchfulness of Pugio crews that safeguards the pride of the Regia Marina from harm, and their dogged aggression that continues to send enemy vessels to the bottom of the ocean in such impressive numbers. Without them the **Italian States** would not have made half as many gains in the Mediterranean sphere of influence.



# PILUM MONITOR

*Alliance, Italian, Surface, Patrol, Ship*

MODELS

I-3

ESCORTS

○

GEN HP

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	4	4	6	2	3	2	7

ARCS




PROPERTIES

Ablative Armour (2), Daredevil Crew, Heavy Prow (3)





SYSTEMS

Boosted Propulsion (+2"), Mine Sweeper (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
 Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

 Heat Lance	7	3	-	Hazard (1), Solex (2)
 Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
 Heavy Rocket Battery	-	6	-	Barrage
 Heavy Torpedo Turret	5	5	5	Submerged, Torpedo

Utilised in the same fashion as their namesake weapon, Pilum Monitors are thrown forwards at the outset of battle to pin the enemy down and weaken their ability to fight back. Though relatively small by the standards of cruiser archetypes, they possess a powerful engine and a streamlined profile designed to emphasise ramming tactics. In staggered formations they crash straight into the enemy's weakest points, targeting keel sections, propeller housing, and engines if possible, to cause the maximum damage. All the while they fire their single main battery at close range, a style of "bite and hold" warfare that buys time for the heavier ships of the Italian line to arrive in force.

Needless to say, such tactics require highly motivated sailors unafraid to risk a gruesome death crushed between sections of armour plating. Fortunately the Pilum possesses the sloped and double-reinforced belt armour common to many Italian vessels, and can withstand an impressive amount of kinetic damage.

Possessed of sophisticated hydrophonic mine-detecting systems, Pilums are often assigned to scan the seas for hidden hazards. They can also be put to the opposite use with the addition of a **Scutum Mine Launcher**—a device that ejects ovoid shaped charges into the ocean, where they lurk in wait until a passing vessel triggers their magnetic sensors.



## SCUTUM MINE LAUNCHER

Any model can be upgraded with a **Scutum Mine Launcher**. Each upgraded model gains the *Mine Layer* (1) property.

VPR  
1

# SPRINGFIELD CORVETTE

*Alliance, SUSA, Surface, Patrol, Ship, Light Vessel*

**MODELS** 2-6

**ESCORTS** ○

**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-6"	4	4	3	3	1	1	1	4

**ARCS**



**PROPERTIES**

Attachment (SUSA), Light Vessel, Pivot, Shallow Draught

**SYSTEMS**

Defensive (t)

**WEAPONS**

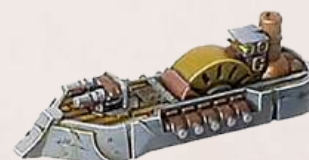
Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	3	-	

There can be few more straightforward—and historically effective—paddleship designs than the Springfield Corvette. Essentially consisting of a single light gun battery placed atop a streamlined frame, these vessels are organised into squadrons of around half a dozen to support a fleet offensive. When they combine their fire against a single target these corvettes can punch well above their weight, slamming shell after shell into an ailing cruiser or destroyer while presenting a low-profile target for enemy gunners.

The Springfield's greatest success lies in the fact that it can be repaired "*with string and nails*", according to **SUSA** dockwrights, who have a great fondness for these tough little ships. Their hull plating is segmented and easily removed and replaced, while their sturgenium-steam engine is so simple yet robust that it can be patched together using improvised materials.

Even though the SUSA has looked into replacing them with newer models, the Springfield's sheer cost effectiveness means that there is no chance of them being retired anytime soon. The wisdom of this choice has been proven time and again, particularly during the **Calvinson Raids** of 1871, when the rogue **Union** admiral **George "Burner" Calvinson** sought to ignite a new war between the **Federated States** and the **Socialist Unity** by raiding worker villages along the Rio Negro, only to be rebuffed by Springfield squadrons directed by **Comodoro Cecflia Braccos**.



VPR  
4

# FRANCISCO BATTLECRUISER

*Alliance, SUSA, Surface, Support, Ship, Capital*

**MODELS** I-2

**ESCORTS** O-2

**GEN HP** O

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-6"	2	7	4	11	2	4	4	6

**ARCS**



## PROPERTIES

Pivot, Shallow Draught

## SYSTEMS

Generator Ship, Solex Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heat Lance	FPS	7	3	-	Hazard (1), Solex (2)
Heat Lance	FPS	7	3	-	Hazard (1), Solex (2)
Heat Lancette	PA	5	1	-	Mayhem, Solex (1)
Heat Lancette	SA	5	1	-	Mayhem, Solex (1)

The **SUSA** Admiralty is increasingly keen to incorporate heat lance weaponry into their naval fleet, having been mightily impressed by its destructive potential. The Francisco is a class of battleship designed to pack as much **Solex**-powered destruction as possible into a capital vessel. They storm into battle spitting beams of super-heated death, their multiple lances and lancettes melting through hull plating and incinerating vital systems.

The Francisco is the brainchild of **Trajano Augusto de Carvalho**, who obtained one of the Alliance's proprietary generators after much negotiation with **Prince-President Bonaparte**. Returning from Paris with his prize aboard a mass conveyor, Carvalho spent the following months transferring the massive device into a battleship hull. With this extraordinary marvel at its heart, the first of this new breed of battleships proved a formidable threat to those who dared threaten the liberationist ideals of the Unity. Indeed, so devastating did it prove in combat that the **SUSA** immediately sent petitions to the **French Republic** requesting more of their cutting-edge thermal inventions.

The Francisco is not solely a weapons platform, but an effective force multiplier. Nearby vessels can draw power from its **Solex Generator**, overcharging their own heat lances and lancettes, and turning these already lethal weapons into true ship-killers. Those opposition captains who engage with a **SUSA** fleet expecting to face outdated weaponry and haphazard gunnery are soon made aware of their naivety when a cascade of thermal energy turns their bridge into a melted ruin.



VPR  
4

# FURIEUX

## LEVANT GRAND CORVETTE

*Alliance, French, Airborne, Support, Airship, Marine Levante*

MODELS

I-3

ESCORTS

O

GEN HP

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	2	5	4	9	2	0	3	8

ARCS



PROPERTIES

Attachment (French Flagship), Boarding Parties (8), Ground Assault (2), Legionnaire Assault Pods, Low Altitude, Strategic Asset (3)

SYSTEMS

## WEAPONS

H  
E  
E  
E

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPS	-	6	-	Barrage
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

## HARDPOINT OPTIONS

H  
H  
H  
H  
E  
E  
E

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

The Furieux is the premier assault ship of the Marine Levante. Engines flaring, it plunges towards enemy vessels with batteries blazing, seeking to cause chaos and confusion as much as crippling damage. Its true threat lies in its complement of hard-bitten **Legionnaires**, who are delivered onto the Furieux's stricken target via drop capsule, before methodically eliminating any element of resistance and rendering the vessel inert. Assignment aboard a Furieux is considered something of a boon by soldiers of the Foreign Legion, for these vessels are far more spacious and ergonomic than any sandblown barracks or rain-drenched bivouac. Casualty rates are higher amongst drop assault troops of course, but any right-minded Képis Blanc would gladly risk death in exchange for a little home comfort.

This model originally began as a much smaller vessel, designed more for regional skirmishes and anti-piracy duties than anything else. So effective did the Furieux prove at the task that French officers began to request more low-altitude assault ships of the same designation. Over time her specifications and the requirements grew until it was necessary for a new classification to be applied. The Furieux of today is officially referred to as a Grand Corvette, and has become a staple of the Alliance across the globe.



VPR  
4

# JUPITER

## SUPPORT CARRIER

*Alliance, Italian, Surface, Support, Ship*

MODELS

I-3

ESCORTS

○

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	4	4	9	1	2	3	7

ARCS



PROPERTIES

Ablative Armour (2), Carrier (4), Heavy Prow (3), SRS (Malinois Interdictors)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

Torpedo Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	5	5	5	Submerged, Breach (1), Torpedo

A Jupiter Support Carrier sails into battle at the heart of an Italian battlefleet, **Malinois Interdictors** darting from its flight deck. These blunt-nosed fighters excel in aerial duels, their wing-embedded cannons spitting two hundred rounds a second and shredding any warplane in their sights. Far below, the Jupiter itself remains far from vulnerable. These vessels may lack the heavy gun arrays of larger carriers, but they are as redoubtable as most of the Regia Marina's line ships, with thick ablative plating. Uncommonly for a support hull the Jupiter also boasts a formidable ramming prow, with which it bludgeons aside anything that tries to impede its progress.

This unconventional approach to air-sea operations is an innovation of an Italian navy that has only recently begun to make use of aircraft, yet has managed to incorporate carriers into its naval doctrine to great effect. When the **Tetrarchy** officially joined the Latin Alliance in 1856, one of its first acts was to request schematics and materials from which to construct the Malinois Interdictors utilised to such great success by the **French Republic**. Within five years the Accademia Aeronautica had been constructed in Campania, and a small but well-equipped air force was flying combat patrols over the Tyrrhenian Sea. Ever conscious of the threat of the **Imperium** along its eastern flank, the Regia Marina has been conducting defensive air-sea training exercises ever since, anticipating the day that the Teutons finally make their move.



VPR  
4

# MARSEILLE

## LEVANT BOMBER CARRIER

*Alliance, French, Airborne, Support, Airship, Carrier, Marine Levante*

**MODELS** I-3  
**ESCORTS** ○  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	9	1	3	3	8

ARCS

**PROPERTIES**

Carrier (3), Low Altitude, SRS (Frelon Bombers)

**SYSTEMS****WEAPONS**

Heavy Rocket Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	-	6	-	Barrage

**HARDPOINT OPTIONS**

Heat Lance

7 3 - Hazard (1), Solex (2)

Heavy Gun Battery

4 6 -

Heavy Magnetic Bombard

- 4 6 Guided (2), Navigation Lock (1)

Heavy Torpedo Turret

5 5 5 Submerged, Torpedo

The Marseille was designed to carry a heavy bomber squadron into battle, and has had her fighter launch bays heavily reinforced and her munitions stores armoured to enable her to do so. As she ascends to combat altitude the Marseille sends forth multiple **Frelon Bombers**, twin-fuselage aircraft renowned for their hardiness and their heavy payload. Each carries a cluster of 400-pound bombs that can blast through the thickest decking, engulfing the targeted vessel in flames and causing secondary chain explosions to ripple along its length.

In addition to its aerial contingent, a Marseille Bomber Carrier also possesses a single heavy battery, and thus is able to contribute to a battle even when its bombers have all been deployed. Most captains prefer either a rocket array or a magnetic bombard for striking at a safe distance, well aware that they are not equipped for a heavyweight slugging match. By removing a gun battery, sufficient space is opened up to house a **Heavy Shield Generator**, providing an additional level of kinetic protection.

Levant naval bombardment formations have proved ferociously effective in several notable engagements, notably the so-called *"April Infamy"* that occurred off the coast of Saint-Nazaire in 1869, in which an entire Crown flotilla was sent to the bottom of the ocean after foolishly straying into French-occupied waters in pursuit of a fleeing merchantman. Only the threat of a similar disaster at the hands of the Marine Levante prevented Her Majesty's fleetmasters from escalating this deadly encounter into a full-blown regional conflict.



VPR  
4

# HEAVY PLATFORM

## PEREIRA CLASS

*Alliance, Portuguese, Surface, Support, Platform, Immobile, Repair*

**MODELS** I  
**ESCORTS** 0-2  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	-	-	5	4	12	3	-	4	8

ARCS



### PROPERTIES

Forward Deployment, Platform, Stockpile (2)

### SYSTEMS

Flak Barrage (5), Priority Signals, Repair Facilities (2)

### WEAPONS



Heavy Gun Battery  
 Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	6	8	-	
FPSA	6	8	-	

### HARDPOINT OPTIONS



Heat Lance	10	4	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	Barrage
Heavy Torpedo Turret	6	6	6	Submerged, Torpedo

Built on the common design for Offshore Heavy Platforms found around the globe, the Portuguese Merchant Navy has reinforced many trading posts in hotly contested regions to incorporate the latest Alliance armaments and defensive systems. Dubbed the Pereira Heavy Platform, these armoured islets are part trade post and part heavy fortification, ideally suited for securing key strategic assets for Portugal and the Alliance.

Having negotiated with the **League of Italian States** for access to their advanced engineering automations, the Portuguese have also equipped the Pereira with emergency repair docks. This means that not only can an Alliance heavy platform lay down a withering field of fire to annihilate enemy vessels, but it can also form a defensive haven for a gathering war fleet, patching up damaged cruisers and destroyers and co-ordinating offensive operations with a complex signalling system.



### DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.

VPR  
4

# SCORPIO

## ARTILLERY CRUISER

*Alliance, Italian, Surface, Support, Ship*

**MODELS** I-3  
**ESCORTS** ○  
**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	3	4	9	3	3	2	7

ARCS



### PROPERTIES

Ablative Armour (2), Heavy Prow (3)

### SYSTEMS

Boosted Propulsion (+2")

### WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Rostratum Naval Ballista	F	-	10	12	Singular, Guided (3), Navigation Lock (2), Traction
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Light Gun Battery	FPS	2	4	-	

### HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

Always seeking to innovate in the field of naval warfare, the **Italian States** have created many deadly war machines, but few as feared as the Scorpio. This artillery cruiser is one of a handful of ships outfitted with the **Rostratum** ballista—one of the largest naval weapons used by the Italian Navy. A central pneumatic driver launches explosive-tipped warheads on a sturgenium alloy shaft. These rockets flash through the air with unerring accuracy, plunging deep into the frame of their target and hooking in place like a wasp's stinger. The damage does not end there. Each bolt is connected to a gigantic polaric battery carried aboard the Scorpio. When activated, this creates a forceful link that slowly and inevitably drags the impaled prey back towards its attacker.

This incredible contraption allows fleets of the Regia Marina to seize fleeing vessels in order to either destroy or capture them, or to drag targets of opportunity out of their protective formation where they can be methodically destroyed. Though relatively rare due to the Rostratum's extreme cost, Scorpio Artillery Cruisers are feared across the world's oceans. Their crews compete to snare the most valuable targets, knowing that they will be rewarded with bonus payments if they recover an enemy warship largely intact. The crew of the artillery cruiser *Cacciatore* must surely claim the most exotic prize; in 1871 they impaled an enormous octopoid automata off the coast of Crete that they nicknamed the "*Devil of Mirabello*". Rumour has it that an entourage from the court of the **Immortal Emperors** arrived several months later to recover this specimen—after grudgingly paying the extortionate salvage fee demanded by the **Tetrachy**.





# SUMTER LANDING SHIP

*Alliance, SUSA, Surface, Support, Ship*

MODELS	I-3
ESCORTS	○
GEN HP	○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	3	4	9	2	3	2	5



## PROPERTIES

Carrier (3), Ground Assault (2), Pivot, Shallow Draught, SRS (Talon Autogyros), Strategic Asset (3)

## SYSTEMS

## WEAPONS

Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

## HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

In its attempts to secure its grasp upon the South American continent, **SUSA** has developed a prodigious talent for naval landing operations. Replicating a similar effort by the **Union**, the Arsenal de Marinha da Corte shipyard in Rio de Janeiro has already retrofitted the hulls of dozens of Providence-class vessels to create Sumter Landing Ships. Much of the Providence's firepower has been replaced with transport capacity; a Sumter's interior is sufficient to house several dozen **Ordeneza Militia**.

As soon as the Sumter reaches the shoreline of a contested beach, its assault ramp slams down and sends its complement of soldiers charging into the fray. With guns and grenades they sweep the landing zone from end to end, methodically eliminating each threat in turn. Should fortifications or rough terrain present an impassable obstacle, the Sumter can also make use of **Talon Autogyros** deploying elite **Terminators** to seize control of vital strategic areas. Meanwhile, the Sumter itself supports the invasion with its own light battery, pinpointing any nearby threats and eliminating them with well-aimed salvos.

Travelling aboard a Sumter—particularly as part of its Terminator landing force—is rarely a comfortable experience. Militiamen are crammed together in the gloom, the newly conscripted amongst them turning various pallid shades of greenish-grey as the landing ship rocks back and forth on the waves, pivoting on its paddle-wheels to find the best angle of approach. Thankfully the vessel's thick armour provides ample protection against small arms fire until the moment of deployment.



VPR  
**2**

# DEFENCE PLATFORM

## VASCO CLASS

*Alliance, Portuguese, Surface, Support, Platform, Immobile*

**MODELS** I-3

**ESCORTS** O-2

**GEN HP** O

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	-	-	4	3	7	2	-	4	7

**ARCS**



### PROPERTIES

Attachment (Platform), Forward Deployment, Platform

### SYSTEMS

Flak Barrage (3)

### WEAPONS



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6	-	

### HARDPOINT OPTIONS



Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo

Only relatively recently has the Latin Alliance felt secure enough in its military and economic might to begin the construction of Offshore Defence Platforms along the far edges of its territory. These looming fortifications act as signal-towers and redoubts, protecting key resource sites and shipping lanes whilst providing the fleets of **Prince-President Bonaparte** strongpoints where they can refuel and resupply.

Most of these structures are based upon the Portuguese Vasco Defence Platform, which has become a familiar sight along the length of the Mediterranean coastline, from the sealane of Gibraltar to the Strait of Otranto. All possess some measure of self-defence capability, including flak towers to bring down bombers, and at least one heavy battery to threaten enemy fleets daring enough to stray too close. Often these defence platforms are also surrounded by a thick field of naval mines capable of blasting a hole beneath an approaching vessel's waterline.



### DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.

VPR  
4

# VOLIERE

## LEVANT STRIKE CRUISER

*Alliance, French, Airborne, Support, Airship, Carrier, Marine Levante*

**MODELS** I-3  
**ESCORTS** ○  
**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	9	1	3	3	8

ARCS



### PROPERTIES

Carrier (4), Low Altitude, SRS (Malinois Interdictors)

### SYSTEMS

### WEAPONS



Light Gun Battery  
Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPA	2	4	-	
FSA	2	4	-	

### HARDPOINT OPTIONS



Heat Lancette 5 1 - Mayhem, Solex (1)  
Light Rocket Battery - 4 - Barrage  
Torpedo Turret 4 4 4 Submerged, Torpedo

Named after **Emmanuelle Voliere**, the inventor of the **Levant Generator**, the latest generation of Levant vessel for the French Navy combines an impressive complement of Malinois strike fighter craft along with pinion-mounted gun batteries to support the squadron's attack. They soar into battle in squadrons of around three, each Voliere's combat air patrol screen overlapping with those of its fellows to form a mutually supportive defensive screen.

The Voliere was commissioned following a series of requests from the high-ranking officers of the Marines Levante for faster and lighter cruisers designed to deal with swarms of aircraft; the Alliance's enemies having quickly learned that the best way to counter a Levante formation was with an equally formidable aerial threat. It has excelled in that role, and it is now rare to see a low-altitude fleet deploy without at least one strike cruiser flying support.

One of the most famous carrier aces of all time earned her stripes aboard a Voliere. **Édith Schneider**—call-sign "**Sun Hawk**"—flew fifty-eight combat missions from the deck of the cruiser *Domination* during the **North Sea Clashes** of 1870, earning thirty combat kills in her **Malinois Interdictor**. Schneider disappeared during a routine escort flight off the coast of Belgium, but neither her warplane or her body were ever recovered. Rumours persist that she survived, and was either captured by the **Imperium's** intelligence agency, or else turned her cloak to join the Prussian flying corps.



VPR  
**3**

# AUXILIA

## FAST CRUISER

*Alliance, Italian, Surface, Scout, Ship***MODELS**

I-3

**ESCORTS**

○

**GEN HP**

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	3	4	9	2	3	2	7

**ARCS****PROPERTIES**

Ablative Armour (2), Daredevil Crew, Heavy Prow (5), Vanguard (5")

**SYSTEMS**

Boosted Propulsion (+2")

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	

**HARDPOINT OPTIONS**

	C	S	E	QUALITIES
Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

Italian naval doctrine typically emphasises a balance of resilience and adaptability over swiftness alone, but the admirals of the Regia Marina still understand the value of a capable scouting vessel. Powerful **Isotta Fraschini** engines—originally designed for luxury sports yachts but upscaled and modified for military use—enable the Auxilia Light Cruiser to reach enviable top speeds, outpacing almost anything on the ocean.

These vessels maintain position some way ahead of the main formation, their deck crew utilising long-range monoscopes to keep a wary eye out for the advance elements of an enemy fleet. Once the silhouette of a potential target is spotted, the Auxilia's captain will make the call whether to close and engage, or send out a warning flare or emergency phonogram to warn approaching comrades of the danger. Built along with many of the Italian fleet in the Castellammare di Stabia, the Auxilia class are found in large numbers throughout the Alliance, particularly in the Mediterranean and the south Atlantic. The **SUSA** has expressed interest in purchasing variant models to secure the river deltas of the Amazon, but thus far the fractious relationship between the **Unity** and the merchant lords of the **Tetrarchy** has proven an impediment to negotiations.

**SCUTUM MINE LAUNCHER**

Any model can be upgraded with a **Scutum Mine Launcher**. Each upgraded model gains the *Mine Layer* (1) property.

VPR  
4

# CHASSEUR

## LEVANT STRIKE CRUISER

*Alliance, French, Airborne, Scout, Airship, Marine Levante*

MODELS

I-3

ESCORTS

O

GEN HP

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	2	5	4	9	2	3	3	8

ARCS



PROPERTIES

Low Altitude, Vanguard (9")

SYSTEMS

## WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Heavy Rocket Battery	FPS	-	7	-	Barrage
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

## HARDPOINT OPTIONS



	C	S	E	QUALITIES
Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Focused Light Rocket Battery	-	5	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

The Chasseur speeds through low-hanging clouds at a rate that few airships can hope to match, hunting the enemies of France. The moment it lays eyes upon a worthy target, the Strike Cruiser's heavy rocket battery screams into life, sending forth a deadly storm of high-explosive missiles to crack open deck plating and shred vital systems. Lighter cannons roar as the Chasseur descends to finish off its stricken prey, as graceful and lethal as a hunting hawk. They strike and fade so quickly that few enemy vessels have any chance of keeping pace, leaving panic and burning wreckage in their wake.

With the creation of the **Magenta** class, a new generation of warship 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 Levant cruiser possible without sacrificing too much killing power. By all accounts that objective has been achieved. Chasseur cruisers are often used in a vanguard role, scouting ahead of the main battlefleet. They seek out isolated ships to destroy, or reconnoitre the enemy's battle formation so that their fleet admiral can make informed decisions when fighting commences.



VPR  
**3**

# LOIRE LIGHT CRUISER

*Alliance, French/Portuguese\*, Surface, Scout, Ship***MODELS**

I-3

**ESCORTS**

O

**GEN HP**

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	2	4	4	8	2	3	2	8

**ARCS****PROPERTIES**

Reinforced Waterline, Stoic, Vanguard (5")

**SYSTEMS**

Mine Sweeper (2)

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PSA	2	4	-	

**HARDPOINT OPTIONS**

	C	S	E	QUALITIES
Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

The sleek Loire Light Cruiser carves through the waves like a dagger through soft silk, the sway and thrash of the ocean hardly seeming to impede it in the least. This fast-moving scout vessel is tasked with ranging ahead of an Alliance battlefleet and screening the advance of its heavier cousins. It is outfitted with a pair of torpedo turrets for intercepting enemy submersibles, as well as an advanced minelaying system that allows the Loire to lace the waters with magnetic explosives in the moments preceding a major engagement.

Any commodore worth their salt knows the importance of vessels like the Loire, and as such they are commonly found at the forefront of an Alliance expeditionary fleet, darting back and forth in search of any sign of the foe. For their size and speed they boast significant firepower, so they should not be thought of as mere vanguards; when the shells start flying, squadrons of Loire cruisers skirt along the flanks of the battle, seeking out vulnerable warships upon which to concentrate their gun batteries. Portuguese commerce fleets make particularly heavy use of the Loire, sending them out in front to coordinate mass magnetic artillery bombardments via hydrophonic signal.

**SUBFACTION TRAIT**

When adding this unit to a Force, choose one **Subfaction Trait**: either *French* or *Portuguese*.

VPR  
**2**

# SAGITTA

## HUNTER SUBMARINE

*Alliance, Italian, Underwater, Scout, Submarine***MODELS** 2-4**ESCORTS** ○**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-6"	3	3	4	4	1	0	2	7

**ARCS****PROPERTIES**

Auxiliary Mine Layer (r), Forward Deployment

**SYSTEMS****WEAPONS**

Torpedo Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	4	4	4	<b>Submerged</b> , Breach (r), Torpedo

Developed from the French **Sirene** class, the Sagitta Hunter Submarine is a radical overhaul of the design by Italian shipwrights. Befitting the forward-first naval doctrine of the Regia Marina, the Sagitta is intended to infiltrate the anticipated combat area in advance of battle, lurking in wait for enemy vessels and canalising them into killing zones. The prow is enlarged significantly to launch an impressive salvo of torpedoes, while the dorsal plating is studded with mine-releasing apertures. These eject magnetic explosives that stick fast to the hulls of approaching ships before detonating. Many admirals of the Regia Marina profess a distaste for submarine warfare, preferring to meet their enemies in "honourable" combat rather than prey on shipping or attack warships at anchor. However, the influential **Grand Admiral Luigi Berdotti** has the ear of the **Tetrachy**, and is a great proponent of the submarine corps, seeing it as the most effective method of wresting control of the Mediterranean shipping lanes from the hands of the **Sultanate**.

Sagittas are intended to function in the relatively shallow and temperate waters of the Mediterranean. In order to save money and production time they are often built without the additional oxygen tanks and monoxide-scrubbing life support systems of Atlantic or Pacific theatre submersibles. Only recently, as the **Italian States** have begun to spread their influence across distant waters with the aid of the Latin Alliance, have the Castellammare di Stabia shipyards started to experiment with longer range variants, using the Sagitta as a base model.



VPR  
**2**

# SIRENE

## ATTACK SUBMARINE

*Alliance, French, Underwater, Scout, Submarine***MODELS** I-4**ESCORTS** ○**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-10"	3	3	4	4	1	0	2	7

**ARCS****PROPERTIES**

Deceptive Deployment, Forward Deployment, Submarauder

**SYSTEMS****WEAPONS**

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
<b>S</b> Heat Lancette	F	4	I	-	Mayhem, Solex (t)

**HARDPOINT OPTIONS**

<b>S</b> Magnetic Bombard	I	2	3	Guided (2), Navigation Lock (t)
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The most advanced attack submarine in the French Navy, the Sirene is designed with maximum speed and lethality in mind. It drifts unseen into the thick of a naval engagement, avoiding the chaos raging above and seeking out vulnerable prey. Rather than deploying torpedoes, the Sirene instead surfaces to unleash a beam of superheated energy from its deck-mounted heat lancette, a pinpoint beam that evaporates steel and melts vital systems upon impact.

The Sirene is the first submersible to be armed with **Solex** weaponry, which was long thought to be impractical due to the heat dispersal effect caused by firing such weapons underwater. It was the famed submarine designer **Siméon Bourgeois** who proposed that the weapon could still play a role, even if the craft carrying it needed to breach before it could shoot. The sheer destructive potential of combined heat lancette fire is considered a worthwhile price to pay for the increased risk to the submarine crew, who must not only expose their craft, but also do so at close enough range to maximise their armament's killing power.

The tactical counterpart to the Sirene is known as the **Epanlard**, an artillery submarine designed to dominate long-range engagements. Instead of the heat lancette, these vessels are outfitted with a magnetic bombard—an ingenious contraption that hones in upon the great mass of an enemy ship's hull, arcing down to explode in a burst of fire and shrapnel.



# ALMA

## LEVANT SUPPORT CRUISER

*Alliance, French, Airborne, Logistical, Airship, Repair, Marine Levante*

**MODELS** I-3  
**ESCORTS** ○  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	10	1	3	3	8

## ARCS



## PROPERTIES

Attachment (Marine Levante), Low Altitude, Mine Layer (1)

## SYSTEMS

Repair Facilities (2)

## WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPSA	-	6	-	Barrage
Light Rocket Battery	FPS	-	4	-	Barrage

## HARDPOINT OPTIONS



	C	S	E	QUALITIES
Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Gun Battery	2	4	-	
Torpedo Turret	4	4	4	Submerged, Torpedo

The engines of the Marine Levante are a mechanical marvel, but **Repulsor Generators** are not without their quirks and technical issues. When a single catastrophic power failure could send a thirty thousand-tonne warship plummeting towards the earth, the need for an efficient combat repair system becomes obvious. The Alma was designed for this very purpose. These streamlined support cruisers are tasked with moving between the fleet under fire, performing vital maintenance and repair work to keep their sister-ships in the sky. Often, a single Alma will be assigned to a particularly important flagship such as a **Vauban** or **Couronne Grand Carrier**, its sole responsibility to ensure this symbol of Alliance prestige does not succumb to an ignominious fate.

Though much of its weaponry has been removed in order to house repair bays and pneumatic cranes, the Alma is hardly defenceless. The doctrine of the Marine Levante requires every ship in a fleet to be able to contribute towards the enemy's destruction, and the Alma possesses both a heavy and light battery with which to attack targets of opportunity. Most are also fitted with minelaying systems, allowing them to dictate the battlefield in advance should they be able to engage the enemy from a prepared position.





# SUPPLY PLATFORM

## ELVAS CLASS

*Alliance, Portuguese, Surface, Logistical, Platform, Immobile, Repair*

<b>MODELS</b>	I-3
<b>ESCORTS</b>	O-2
<b>GEN HP</b>	O

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	-	-	3	3	7	2	-	4	7



**PROPERTIES**

Forward Deployment, Platform, Stockpile (3)

**SYSTEMS**

Priority Signals, Repair Facilities (2)

**WEAPONS**

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
-	-	-	-	-	

In an age when a hundred simmering conflicts across the globe threaten to explode into open violence, the leaders of the Latin Alliance are all too aware of the need to ensure a wide network of resupply and repair for their navies. Utilising the scientific expertise of his **Enlightened** contacts and the impressive industrial capacity at his fingertips, **Prince-President Louis-Napoleon** has ordered the construction of a great number of Offshore Supply Platforms—massive static repair facilities that provide a safe haven for damaged warships. Such sites include the *Hexagon* in the Bay of Biscay, the *Black Cage* in the Tyrrhenian Sea, and the so-called *Three Sisters* just off the coast of the Azores.

The most common variety of supply platform is the Elvas variety, mainly produced in the dockyards of Porto. Each of these supply bases carries enough ammunition and fuel to keep a battlefleet in the fight for several months, as well as food and potable liquids for its crew. Seasoned Portuguese mariners work alongside skilled engineers and maintenance crews drawn from across the Alliance, ensuring that the latin war machine never grinds to a halt.



**DEFENSIVE MINES**

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer (3)* property.



# EUROPA GRAND CONVEYOR

VPR  
0

*Alliance, Surface, Logistical, Ship, Merchantman*

MODELS

I

ESCORTS

0-4

GEN HP

0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	GRW
4	2"-7"	1	3	3	10	1	-	3	6

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (2)

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

HARDPOINT OPTIONS



Heat Lance

5 I - Mayhem, Solex (1)



Light Rocket Battery

- 4 - Barrage



Torpedo Turret

4 4 4 Submerged, Torpedo

LOGISTICAL

The Europa Grand Conveyor is the largest civilian merchantman in existence, a true behemoth suited to the astonishing industrial scale of the Dystopian Age. It is not uncommon to see these titanic vessels lumbering across the breadth of the Mediterranean, loaded up with munitions, supplies or rare resources destined for the shipyards of the **French Republic**. The gigantic shipping conglomerates **Norddeutscher Hamburg** and **White Wolf**—co-designers of the Europa—are more than happy to accept military-logistical contracts with **Prince-President Louis-Napoleon**, or indeed the other members of the Latin Alliance. They usually sail incognito under the flag of a neutral nation, but in fractious times they rely upon an escort fleet and a powerful **Heavy Shield Generator** to dissuade would-be pirates.

Keen to expand the scale of his industrial base, Louis-Napoleon has made increasingly frequent use of special variants of the Europa outfitted with especially powerful **Levant Generators**. Known as **Olympias**, these vessels are capable of low altitude flight even when carrying several thousands tonnes of cargo. The fact that an Olympia can avoid stormy seas and escape naval blockades means that these ships are chosen to transport the Alliance's most sensitive materials. Louis-Napoleon has also converted a number of them into fabulously ornate civilian transports. He often stages his diplomatic summits with members of the **League of Italian States** and the **SUSA** aboard a gilded Olympia known as *L'Accordé*, not-so-subtly reminding his comrades of his wealth and status.



## OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its **Surface** trait is replaced with **Airborne**, and it gains the **Low Altitude** property.

## TROOP TRANSPORT BAY

This model can be upgraded with a **Troop Transport Bay**. If so, it gains the **Ground Assault (2)** property.

LOGISTICAL

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# GASCONY

## LEVANT MERCHANTMAN

*Alliance, French, Airborne, Logistical, Airship, Marine Levante, Merchantman*

**MODELS** I-3  
**ESCORTS** O  
**GEN HP** I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	10	1	3	3	7



**PROPERTIES**

Flotsam, Low Altitude, Inspirational (7"), Mine Layer (1), Stockpile (1)

**SYSTEMS**

Logistical Support

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPSA	-	6	-	Barrage
Light Rocket Battery	FPS	-	4	-	Barrage

**HARDPOINT OPTIONS**

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Torpedo Turret	5	5	5	Submerged, Torpedo
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Gun Battery	2	4	-	
Torpedo Turret	4	4	4	Submerged, Torpedo

The sheer expense of fitting **Repulsor Generators** to non-line vessels means that the Latin Alliance relies upon more conventional models for much of its logistics, but the Gascony Levant Merchantman is an example of how effective the concept can be. Heavily refitted in order to maximise cargo space and logistical support systems, the Gascony is a heavily-armed trade ship that demands any pirate to think twice before engaging. Typically it is fitted with a heavy rocket array capable of dealing out damage to even capital-class vessels, as well as a smaller battery for supporting fire.

Whenever the French Navy sends forth an armed convoy to cross a particularly dangerous stretch of water, at least one Gascony is assigned to lead the way. In concert with a number of escort vessels and one or more destroyers, this presents a significant deterrent. During the **Corsican Crisis** of 1868, several such convoys battered their way through a **Sultanate** blockade to bring food and arms to the besieged garrison, suffering heavy losses but ensuring that the citadel of Fort Saint Angelo did not fall.





VPR  
0

# HERMES SUPPLY FREIGHTER

*Alliance, Surface, Logistical, Ship, Light Vessel, Merchantman*

MODELS I-3

ESCORTS 0-2

GEN HP 0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-6"	4	2	2	5	1	-	2	5

ARCS



## PROPERTIES

Attachment (Merchantman), Civilian Vessel, Light Vessel, Resupply (r), Strategic Asset (r)

## SYSTEMS

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
-		-	-	-	

One of the most common cargo vessels in operation across the globe, the Hermes Supply Freighter is rugged and reliable, and can be adapted to serve in multiple roles. Each of the Great Powers uses Hermes freighters in some role or another, and the Latin Alliance is no exception. Hundreds ply the merchant ports of the **Republique** and the **Italian States**, while particularly bold captains risk the dangerous waters of South America to run guns and supplies to **SUSA**.

In times of conflict the Hermes is often repurposed as a munitions supply ship, darting between engaged vessels with fresh supplies of shells and torpedoes. This requires as much steel on behalf of a freighter's crew as any wartime outfit; though technically classed as civilian and thus accorded some measure of internationally recognised protection, more than one Hermes has been turned inside-out by a stray volley from a cruiser's main batteries.

*Excerpt from Elementa Pugnae Navalis, the Regia Marina's core doctrinal text*



**A**t sea as on land superior numbers do not ensure victory in battle. Discipline is of far more importance. A small force highly trained through drill and combat experience will always triumph over a disordered rabble twice their size.



LOGISTICAL

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LOGISTICAL



# PROVIDENCE MERCHANTMAN

*Alliance, SUSA, Surface, Logistical, Ship, Merchantman*

**MODELS** I-3  
**ESCORTS** ○  
**GEN HP** ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	3	4	9	1	1	3	4



**PROPERTIES**

Flotsam, Pivot, Shallow Draught, Stockpile (1), Strategic Asset (2)

**SYSTEMS**

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

**HARDPOINT OPTIONS**

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

For decades, the Providence Merchantman has supplied equipment and material around the **Union** and beyond. In this climate of increasing global tensions, these doughty trading ships are tasked with accessing difficult logistics and supply routes, warding off raiders and corsairs with salvos from their gun batteries. Scores of these vessels were recovered by **SUSA** in the aftermath of the **Ore War**, and subsequently traded or sold to their European allies. They now ply the glittering waters of the southern Mediterranean, their captains earning a small fortune by escorting ships filled with spices and textiles from the magnificent harbours of Istanbul, or wine and ceramics from the French market. Much of this work is dull yet profitable, but every now and then a Providence crew find themselves embroiled in some skirmish or other between the Great Powers, forced to choose a side or face not only financial ruin but obliteration.

Both the **French Republic** and the **Italian States** rely heavily on Providence merchantmen to make the long journey to the east to trade with the merchant nobles of the **Immortal Emperors**, and also to maintain the fractious links with their allies in the SUSA. Favoured captains earn an invaluable trade commission marked with the seal of **Louis-Napoleon**—a symbol of their service to the Latin Alliance that grants them privileged access to any of the nascent power's global markets.



VPR  
0

# TITAN MASS CONVEYOR

*Alliance, Surface, Logistical, Ship, Merchantman*

MODELS

I

ESCORTS

0-4

GEN HP

0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	2	3	7	1	-	3	6

ARCS



## PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (2)

## SYSTEMS

Heavy Shield Generator

## WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

## HARDPOINT OPTIONS



Heat Lance

5 I - Mayhem, Solex (1)



Light Rocket Battery

- 4 - Barrage



Torpedo Turret

4 4 4 Submerged, Torpedo

The Titan Mass Conveyor was originally conceived of as a luxury cruise liner, designed to carry thousands of passengers and crew on long journeys across the globe. With the world increasingly threatening to spin off its axis and enter an age of constant warfare, many Titans have found their way into the hands of less commercial-minded owners, including pirates, smugglers, warlords, and rogue scientists. Anyone who has an interest in transporting a vast amount of illicit cargo finds these massive vessels perfect for their needs, and the Great Powers are no exception to this. Many Titans serve the Latin Alliance, performing a plethora of support and logistical roles to serve the interest of its constituent nation-states.

The Alliance faces stiff competition across its main economic theatres. To its north there is the **Crown**, which still possesses perhaps the mightiest merchant navy in the world. The **Union** is a steadily growing colossus cutting off much of the **SUSA's** trade potential, while the **Sultanate** seems to have a bottomless reserve of gold and influence with which to interfere in the Mediterranean. Fully cognisant of the scale of the forces arrayed against them, the **French Republic** and the **Italian States** have invested extraordinary sums to sway merchant captains to their side, forming a so-called "trade armada" composed of Titans and other huge ocean transports. Outfitted with heat lance weaponry and supported by military vessels, this vast logistical force has the potential of elevating the Latin Alliance to the status of a true mercantile superpower.



## OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* property.

## TROOP TRANSPORT BAY

This model can be upgraded with a **Troop Transport Bay**. If so, it gains the *Ground Assault (2)* property.



# VULCAN REPAIR SHIP

*Alliance, Italian, Surface, Logistical, Ship, Repair*

<b>MODELS</b>	I-3
<b>ESCORTS</b>	○
<b>GEN HP</b>	○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	4	4	9	1	3	2	7



**PROPERTIES**

Ablative Armour (2), Attachment (Italian), Heavy Prow (3)

**SYSTEMS**

Boosted Propulsion (+2"), Repair Facilities (2)

**WEAPONS**

Torpedo Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	5	5	5	Submerged, Breach (1), Torpedo

Italian naval doctrine emphasises the supreme importance of repair and maintenance—not a glamorous tenet of naval warfare, perhaps, but no less essential for that. This refusal to abandon even the most heavily damaged vessel has paid dividends, meaning that the Regia Marina is not forced to spend vast amounts on replacing battlefield losses. Italian engineers pride themselves on their work, noting that it is often far more dangerous to plunge into a burning cruiser on a desperate repair mission than it is to sit at the controls of a torpedo launcher or a gun battery. They may not do battle with rifle and cutlass, but every time they go to work, these grizzled mechanics risk their lives as surely as any fighting marine.

The Vulcan is the workhorse repair ship of the Regia Marina, named after the ancient god of metalworking and just as stubborn and hardworking as that mythical figure. While the Vulcan eschews a main battery in favour of additional armour plating and complex repair systems, it does boast a torpedo launcher for scaring away opportunistic submersibles. It also features the familiar armoured prow of the hardest Italian vessels, with which it batters its way through a naval engagement, seeking out crippled allies in need of its expert assistance.

The Italian states

The Tetrachy is the governing body of the League of Italian States, composed of the leaders of the four most influential regional powers: Sardinia, Sicily, Lombardy and the merchants' paradise of Venice. Its four members retain their traditional royal titles—or the rank Grand Doge in the case of the Venetian delegate—but none of them wield absolute power. The League's political system is infamously complex, the senate, and only a majority vote considered sufficient to advance any course of action. Louis-Napoleon once memorably described Italian politics as "perhaps the strongest argument against parliamentary democracy", and certainly it can be chaotic and ruthless. Yet when the Italian states unite against a common enemy, they are a force to be reckoned with. Each state pays a yearly tithe known as the "Decima Navale"—a portion of gold to be invested directly into the Regia Marina, the most powerful branch of the Italian military. This investment—along with a long-standing and profitable partnership with the French Republique—has allowed the Tetrarchy to project its mercantile power across the Mediterranean, filling its coffers and becoming an increasingly painful thorn in the side of the Sultanate.





## DYSTOPIAN WARS

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# TOOLS OF WAR

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*This section describes and depicts the various hardpoints, tokens, and markers used by many Alliance units.*

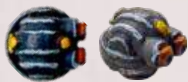
## LIGHT HARDPOINTS



### HEAT LANCETTE

It proved surprisingly difficult for the French Navy to adapt the heat lance for smaller patrol vessels, as miniaturised versions struggled to attain the extreme temperatures required to inflict significant structural damage. That changed with the invention of the miniaturised **Solex** battery, an ingenious device that could store thermal energy and release it in a brief pulse of extreme intensity.

Outfitted with new “lancette” batteries powered by this mechanism, even destroyers and frigates are able to unleash the fury of the sun upon their foes. When a squadron of lancette-armed patrol ships attacks together, their luckless target is neatly dissected by a half-dozen fiery beams, each as precise as a surgeon’s scalpel.



### LIGHT GUN BATTERY

Vessels of the Latin Alliance run the gamut from the wondrously ornate to the bluntly utilitarian, and so the nature of the armament varies wildly. A French ship of the line may boast the latest gyro-stabilised gun batteries, while a **SUSA** blockade runner relies upon cannons that fired their first salvos before the **Ore War** even began. Though it must sometimes seem an impossible task, **Prince-President Bonaparte** has made great efforts to standardise weaponry and munitions whenever possible. Entire factory-districts in France have changed their production line to produce nothing but light batteries for use on patrol and destroyer models, most notably the **Modèle 1868** naval gun with its hydro-pneumatic recoil system.

These weapons are shipped along transatlantic trade routes in vast numbers, whereupon they are retrofitted into the timeworn fleets of the **Socialist Unity**, and put to work against any vessels threatening the autonomy of South America. The combined force of light batteries firing armour-penetrating shells in unison should not be underestimated—a well-aimed volley can breach the vital systems of even capital-class vessels, igniting a deadly internal chain reaction.



### LIGHT ROCKET BATTERY

Many French and Italian naval officers scorn the use of rockets in battle, considering them far too scattershot and inelegant. These are the weapons of poorly trained amateurs, they insist, not the gallant young hotshots of the Latin Alliance. **Commandant Supérieur Francois LeMarie**—figurehead of the French Navy—has no time for such foolish notions. Rival Great Powers have made tremendous advances in the field of rocketry, and he has no intention of allowing the Latin Alliance to fall behind for the sake of pride.

The most common type of rocket utilised by the Alliance is the **Falcon**, a light projectile with penetrative power and a magnetic guidance cone that ensures each volley fired converges more or less on the selected target. When multiple rockets strike home the effects can be catastrophic, as hull plating is shredded and bulkheads are buckled and melted.



### LIGHT TORPEDO TURRET

Each Alliance torpedo is a work of art, a sleek and deadly javelin packed with high explosives and capable of reaching speeds of up to thirty knots. The fleet dispatched by **Prince-President Bonaparte** to safeguard his interests across the globe seldom travels without a contingent of destroyers or frigates armed with these deadly weapons, ready to bring them to bear upon targets of opportunity should open hostilities break out.

Lacking the sheer firepower of their heavier cousins, light torpedo turrets are designed with rate of fire foremost in mind. They are intended to be fired en masse by an attack squadron, filling the sea with a criss-crossing web of propulsion trails and maximising the chance to score a hit. An individual torpedo might be shrugged off by a sufficiently rugged target, but when several impact at once they are capable of sending even a line ship to the bottom of the ocean.



## HEAVY HARDPOINTS



### HEAT LANCE

Invented by the French physicist **Fresnel**, the **Solex**-powered heat lance has become the iconic weapon of the Alliance military. Focusing lenses channel the power of thermally resonant crystals, issuing forth a spear of white-hot energy as focused and blinding as a sun beam. Such is the intensity of this projection that it can melt through the thick armour of a warship in the blink of an eye, burning all the way through to vital components and systems, and igniting sudden flash-fires that cause widespread panic amongst the crew.

For all its destructive potential, the heat lance is a difficult weapon to master. At extreme distances its heat begins to dissipate, meaning that Alliance captains must draw close to the enemy to maximise the chances of a critical hit. The results are often well worth the risk; there are few more awesome sights than a battleship collapsing from within, its structural integrity buckling under the solar onslaught of multiple heat lance strikes.



### HEAVY GUN BATTERY

The sailors of the Alliance take great pride in their ship-killing heavy guns, which are forged from diamond-hard alloys and proudly emblazoned with the fleur-de-lys—a venerable French symbol that has come to represent the honour and prestige of the grand coalition of Latin nations. There are a number of models in use across the Alliance battlefleets, but most capital-class vessels are outfitted with **Bourreau** cannons; mighty ship-killers renowned for their accuracy and penetrative power even at extreme range.

When the guns of the Latin fleets roar there is a single moment of eerie silence before the shells strike home, tearing through armour-plated foredecks, pulverising gun housings and engulfing luckless sailors in a storm of fire and shrapnel. When the smoke clears there is little left of the target but a listing ruin.



### HEAVY MAGNETIC BOMBARD

An ingenious weapon against which none of the great navies of the world have managed to find a counter, the Heavy Magnetic Bombard ensures that the Latin Alliance has the edge in any long-range slugging match. The weapon's housing is rather simple; little more than a pneumatic launch tube filled with racked ammunition, capable of hurling a cylindrical explosive charge high into the air. It is this projectile that packs a devious guiding mechanism.

At the apex of its trajectory a magnetic transducer inside the mortar round activates, seeking out the nearest mass of heavy metal. Honing in on this target with unerring accuracy, the round clamps down upon a section of hull before detonating, directing the full fury of its thermal payload directly into the target ship's vital systems.



### HEAVY ROCKET BATTERY

The Alliance's heavy rocket batteries utilise cyclical firing triggers to unleash more than a dozen missiles in quick succession, each warhead outfitted with a miniaturised tracking automata to ensure that it strikes its target. The guidance jets of French-designed rockets make an instantly identifiable keening wail as they descend in a perfect arc to crash against the target's hull, enveloping its deck in a deadly fireball. This sound is referred to by Alliance sailors as "*the Eagle's Cry*", and enemy sailors have learned to dread hearing it.

Rocket barrages are typically utilised by Alliance admirals to soften up the enemy fleet ahead of the advance of their close-range specialists. There can be little more demoralising than staggering upright on the burning foredeck of a stricken vessel, only to see the sleek shapes of attack cruisers scything through the waves, heat lances aglow with building energy.



Swift, streamlined and utterly lethal, the Mars-class heavy battleship is the pride of the League of Italian States.



### HEAVY TORPEDO TURRET

The Alliance's heavy torpedoes are almost the size of light attack boats, each one packed with fearsome explosive power. When launched en masse from the turrets of a cruiser attack squadron, they can swiftly obliterate anything on the open ocean.

Fearing the advances that the navies of the **Crown** and the **Imperium** have made in the arena of submarine warfare, **Prince-President Louis-Napoleon** has poured vast amounts of funding into levelling the field with his regional rivals. The Mako class now favoured by the French Navy is an adaptation of an old gun battery design, the barrels cleverly altered to house torpedoes instead of armour-piercing shells.

## GENERATORS



### ATOMIC GENERATOR

**Prince-President Bonaparte** has always been a firm proponent of atomic energy, seeing it as the most efficient method for transforming the Latin Alliance into a global industrial powerhouse. Calling upon all of his connections within the **Enlightened**, he has poured an extraordinary amount of money and energy into securing the latest inventions in fission engineering, including the **Bunsen-Kirchhoff** miniaturised generator.

This device is capable of producing extraordinary amounts of energy, channelling that power directly into a warship's engines and granting it a temporary boost of speed. Unfortunately atomic science has not yet been able to eliminate the prospect of a reactor leak due to damage or disrepair, but that is considered a worthwhile risk in order to allow Alliance vessels to travel vast distances in a fraction of the time it would otherwise take.



### FURY GENERATOR

The Fury Generator is a bizarre device still barely understood by its own creators. The core of the device contains a sample of the non-Newtonian fluid known as **RJ-1027**, a bizarre substance that seems to obey none of the laws of science, and which causes a wide range of emotional and physical changes upon those exposed to it. When exposed to extreme heat and violently agitated, **RJ-1027** radiates an aura of untrammelled aggression that can turn even the meekest human into a raging killer.

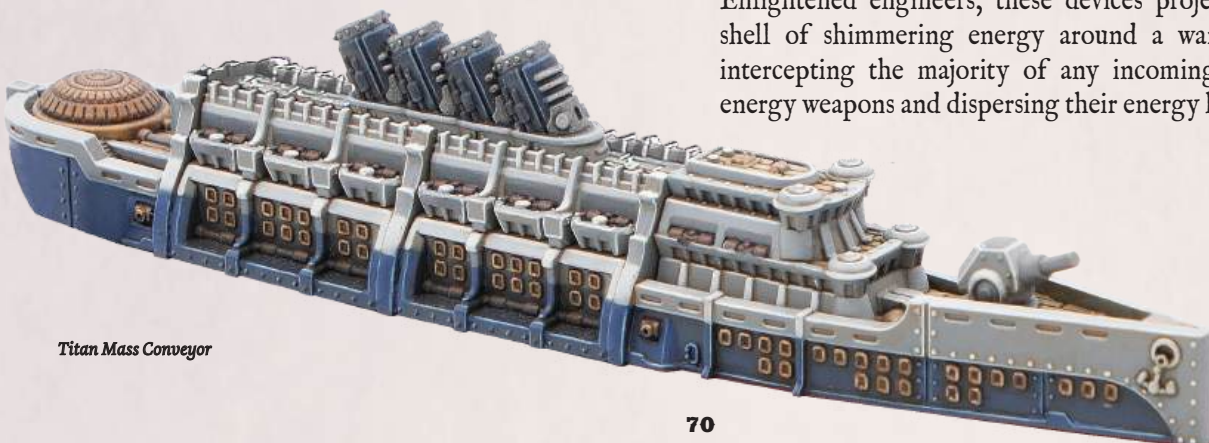
It took several years following the invention of the Fury Generator for Alliance high command to sanction its use; not due to any of the valid questions regarding its long-term effects on the human psyche, but simply because they believed that the bold Latin spirit needed no artificial bolstering. As the device became more and more widespread amongst the navies of the Great Powers, however, **Prince-President Bonaparte** ensured that his own fleets possessed their own variant of the original design.



### HEAVY SHIELD GENERATOR

In an age of molecular disintegrators, sun-powered energy lances and colossal automata, steel and rivets alone cannot be relied upon to protect a warship from catastrophic damage. Only a Heavy Shield Generator can provide sufficient kinetic and energy protection to withstand the most terrible weaponry of the Dystopian Age.

Fortunately for the Latin Alliance, few statesmen understand the power of weaponised science better than **Prince-President Bonaparte**, a founding signatory of the **Covenant of the Enlightened**. Keen to retain his edge in the ever-accelerating arms race that is naval warfare, the Prince-President has secured a number of Ecran-class generators. Developed by the French in concert with Enlightened engineers, these devices project an ovoid shell of shimmering energy around a warship's hull, intercepting the majority of any incoming shells and energy weapons and dispersing their energy harmlessly.



Titan Mass Conveyor



## MAGNETIC GENERATOR

Magnetic Generators are designed to safeguard a vessel from the menace of guided torpedoes and rockets. These devices project a bubble of galvanic energy that causes incoming rockets to veer wildly off course as their internal guidance mechanisms go haywire. Rather than striking their target they will harmlessly explode several hundred metres away. This polaric inversion is particularly deadly to small attack aircraft, who are physically repulsed with such force that often their pilots are rendered unconscious by the sudden change in direction, spiralling out of control until they smash into the ocean.

Though the Magnetic Generator is bulky enough that housing one typically means sacrificing a gun battery or torpedo bay, they are highly prized by Alliance naval officers, especially Portuguese captains making the long, dangerous trek across the Atlantic to **SUSA** ports.



## REPULSION FIELD GENERATOR

There is a great deal of argument regarding the invention of the Repulsion Field Generator, with several of the Great Powers claiming to be the first to install these anti-gravitational devices aboard their warships. In truth it was probably scientists of the **Enlightened** who created the original models, adapting alien treasures discovered within the **Vault of Antarctica**. Yet, even if that is so, none can deny that **Prince-President Bonaparte** was the first leader to understand the true potential of repulsion engineering, funding the geniuses of *Mont Saint-Michel* and overseeing the production of the first **Levant Generator**.

The Levant harnesses colossal amounts of gravitic energy and projects it into invisible columns of force that can lift thousands of tonnes of metal high into the air. The most advanced such systems hold the specially designed warships of the Marine Levante aloft indefinitely, but cruder models can also be installed upon seaborne cruisers and battleships, granting them a brief period of low-altitude flight before lowering them back to the surface. Often none too gently.

*A veteran of a thousand different border wars, conflicts and skirmishes, the Gettysburg Cruiser continues to prove its worth for the Alliance.*



## SHROUD GENERATOR

Shroud Generators employ various illusory tricks to conceal the vessel upon which they are installed, making it near invisible on the open sea until it closes with the enemy. The Alliance's most common variant—the *Cape Fantôme*—projects a ghostly curtain of displaced light, whilst at the same time unleashing a wave of magnetic interference to fool ship detection systems.

While every nation within the Alliance has experimented with Shroud Generator machinery, it is the fleets of the **Italian States** that have done so most often, and most successfully. With their doctrine favouring close-quarters combat and aggressive ramming, the ability to approach their prey swiftly without being seen is a tremendous boon.



## SOLEX GENERATOR

There can be no doubt that the Latin Alliance dominates the scientific field when it comes to the weaponisation of thermal agitation theory. This is a particular passion of **Prince-President Bonaparte**, who sees the harnessing of solar power as critical to his country's industrial and martial future. **Solex** devices are powered by crystal fragments recovered from sites across the southern hemisphere. Extraterrestrial in origin and imbued with the white-hot ferocity of stellar fusion, when subjected to violent pressure they are capable of generating sufficient thermal energy to reduce hardened steel to vapour in a blinding instant. This is what makes the Alliance's heat lance weaponry so phenomenally dangerous.

The Solex Generator is an enlarged version of the same device embedded in ship-mounted lances and lancettes, but attached to a magnification housing that acts as a gigantic solar battery. Nearby vessels can draw from this power source, enhancing the murderous volleys of their own thermal weaponry.





## TOKENS AND MARKERS



### MARTINET ESCORTS

The Martinet is a light escort vessel based upon Italian designs, that serves the Latin Alliance in a number of vital support roles. Powered by hydro-propulsion engines they buzz between larger vessels, co-ordinating fleet movements and keeping an eye out for signs of impending danger. They lack any real armaments beyond light autocannon turrets, but the advance warning they bring is often worth more than any amount of anti-ship firepower.

For a long time the Alliance did not rely upon escort ships, depending instead upon their frigates and destroyers to arrange a defensive perimeter around their flagships. It was the influence of Italian officers of the Regia Marina that caused a change in doctrine; they successfully argued that the meagre cost of support ships was more than compensated for by their sheer versatility.



### FRELON BOMBER SRS

The Frelon Bomber is a rugged twin-engine warplane that has become a staple of Alliance flight wings across the globe. Capable of withstanding tremendous amounts of punishment, they swoop low over their target, their bays opening to rain a cluster of 500-pound explosives on a warship's vulnerable foredeck. The results are as deadly as they are pyrotechnic, as bulkheads buckle and lengths of steel are ripped free, and the Frelon's stricken prey begins to list, smoke pouring from grievous wounds.

Bomber pilots may not enjoy the public adulation of fighter aces, but they still possess a certain level of swagger and dash. Perhaps the most famous squadron currently in action is the No. 346 "Guyenne", which has been deployed against corsairs in the Strait of Sicily.



### MALINOIS INTERDICTORS SRS

Though the Alliance is a forward-thinking institution that makes great use of the latest scientific advancements, its military commanders insist upon the skill and ingenuity of human pilots over mindless automata. French, Italian, and SUSAs doctrine alike extols the virtue of the individual, especially in the arena of aerial combat. The Malinois Interdictor is a long-range air supremacy fighter built for endurance and armed with multiple machine guns and general purpose bombs.

In a naval capacity the Malinois can perform various roles, from simple reconnaissance missions to combat air patrols and surface strafing runs. Its powerful fuel-injection engines grant it a surprising advantage in dogfights for such a durable craft, and the survival rate of its pilots point to its safety-first design principles.



### TALON AUTOGYRO SRS

The Talon Autogyro is a multipurpose aircraft that is primarily used by the Alliance to carry out combat landings at sea. It possesses two vertical-thrust engines that allow it to hover above a targeted vessel, deploying soldiers into the fight via fast-rope descent. The moment their boots hit the deck, these heavily armoured assault troops are ready to fight. With Gatling guns and armoured fists they eliminate the ship's crew and sabotage vital systems, causing as much damage as possible before retreating to their autogyro to be exfiltrated.

A **Union** design dating back to the last days of the **Ore War**, the Talon is primarily utilised by the **People's Navy of the SUSAs**, as other Alliance commanders prefer the deployment of combat drop capsules to risky air landing operations. Yet the Talon's ruggedness and agility on both the horizontal and vertical planes means that it remains a highly effective asset.

*The French Navy demands that its officers keep their vessels in pristine condition, for aesthetic splendour boosts morale and reminds the enemy of their inferiority.*



17th May 1873

TO: The Rt Hon Richard Bickerton  
Pemell Lyons, GCB, GCMG, PC

My Dear Lord Lyons,

Congratulations once again on your appointment as Special Ambassador to the Elysée. I need not remind your Lordship that this posting remains one of our most prestigious overseas offices, despite the regrettable turn in French power and prestige. Whilst your lordship is already well aware of all that pertains to the current situation in France, it was recommended to me by the Secretary of State that you receive a more up-to-date survey of the Latin Alliance and its members.

The sudden retirement of your predecessor places certain expectations upon your Lordship. It is therefore advisable that you read and memorise as much of this information as possible prior to your arrival in Paris. Some paragraphs within the following pages contain sensitive information that your new hosts are unaware that we possess. Were these papers to fall into foreign hands it would represent a material blow to our interests abroad and at home, as well as to the Office, the Government, and the Crown.

If you have any further questions please direct them to your Personal Private Secretary, Bernard Tanner-Fowlds, or to the Permanent Assistant Secretary to the Ambassador Sir James Cutter.

Yours faithfully,

Sir Humphrey

Enclosed:

- A summary report on the Latin Alliance and the major powers within it.



## A History of the Latin Alliance

To understand the Latin Alliance, one must first examine the state of France.

For centuries, the territory was ruled by a succession of monarchs, overconfident in their divine right and power, and often pursuing aggressive military policies against their neighbours. Franco-centric conflicts became a defining characteristic of Western European history, beginning with Gaulish resistance to Julius Caesar's conquest. Over the centuries since, France has clashed with various European and Middle Eastern powers, including Russia, Spain, Portugal, Italy, Prussia, and even the Ottoman Empire.

It was, however, the centuries-long rivalry with the British Crown that shaped France into the nation it is today.

### The Reign of Terror

Weakened by decades of misrule and constant conflict with its neighbour across "La Manche", the pampered French nobility grew ever more withdrawn from their people, frittering away power, influence, and wealth without ever truly exercising it. A failure to plan for the long-term gripped the French court, with successive regimes stumbling from one crisis to another, steadily bankrupting itself on vanity projects and military campaigns of no real strategic value.

When King Louis XVI sought public support for reforms to fix his ailing government, he precipitated a crisis of world-shattering proportions. The nobility, failing to realise the precarity of their position, refused to curb their own lavish lifestyles, while the peasantry, and urban poor—whipped up by bourgeois intellectuals—seized their chance for revolution.

In an orgy of violence and anarchy, the lily-flowers of the French aristocracy were torn down by the revolutionary National Assembly. King Louis XVI and his supporters were sent to the guillotine after attempting to flee abroad, whilst hundreds of thousands more were similarly punished for their support (real or imagined) for the hated monarchy.

The new Republic of France was supposed to uphold the high ideals of liberty, equality, and fraternity, although in practice those words often rang hollow. Assailed at home and abroad, by enemies both real and perceived, the National Assembly ceded ever more of its authority to the five-member governing committee, the Directorate, which would prove increasingly brutal and callous in their rule.



### Burning Briefly, Brightly —

Regardless of one's opinions on the French Revolution it cannot be denied that it made fertile ground for some of the finest military minds in the history of Europe.

Foremost amongst their number was Napoleon Bonaparte,

Napoleon's genius soon drew the attention of the Directorate, which granted him sweeping powers in the campaigns against France's enemies. His success in conquering Italy, followed by a stunning operation against Austria, demonstrated some of the finest principles of modern armoured warfare. His rise coincided with the waning influence of the Directorate at home, which eventually fell to a coup d'état that placed three Consuls at the head of the French Republic. One of them being our erstwhile revolutionary general himself.

Consul Bonaparte soon eclipsed his companions and began acting as an autocratic head of state, one incapable of resisting the impulse to invade and conquer.

In the early years of the 19th Century, Napoleon began to forge a French Empire, confronting Austria, Prussia, and Italy, before turning his attention to Spain. These campaigns taxed France's resources to the limit and created ever more insurmountable challenges. When Napoleon finally declared himself Emperor in 1804 he had successfully united much of Europe against him.

On the steps of Notre Dame, in Paris, Napoleon was gunned down by assassins we since believe to have been financed by ██████████ at the orders of ██████████

The Emperor left behind a poisoned legacy. His campaigns, though dazzlingly successful, had left a country surrounded by enemies, but completely unable to function, even in self-defence, without his dominant personality at the helm. The French army splintered between Napoleon's generals, who sought either to maintain his empire or claim a piece of it for their own.

Bonapartist forces, the Imperial Eagles, initially seized the upper hand, declaring the former Emperor's brother, Joseph, as Emperor of France. *[Note from the Permanent Secretary: Some claim him as Emperor Napoleon II, but his reign remains disputed.]*

Joseph was a puppet of his generals, however, and under their influence decided to wage a war against Spain that consumed what little military strength and popular goodwill his surname had afforded him. By the time he declared himself King of Spain, France itself was in revolt.

Many, enraged by the abuses of Imperial power, called for a restored Republic and moved to eject the Imperials from France.



By this time however, similarly motivated forces had arisen declaring for the old monarchy. The ensuing civil war dwarfed the violence of the Terror and lasted for nearly a decade, although by then it had been absorbed into the larger conflict of the Prussian Wars.

### Vive la Révolution

In late 1810, the forces of the newly formalised Imperium entered the world stage.

Crashing through depleted Républicain defences in the east of France, the Imperium made dramatic inroads onto French soil. In desperation, the Républicaines gave way, but dug in around Paris whilst urgently seeking an accord with the Royalistes further west.

The war devolved into a brutal stalemate that lasted two more years. French Imperial forces, hoping to capitalise on the Imperium's invasion, instead saw their support drain away as they found themselves accused of collaborationist tendencies. At the urging of his younger brother, Joseph renounced the French throne for the Spanish one, leading a bizarre uprising of his Spanish subjects against the very army that had imposed his rule upon them. King Joseph's rebellion shattered the Eagles, many of whom would then defect to the Republic.

The Royalists, meanwhile, faced a *fait accompli* with the collapse of the Imperialists, and signed a peace treaty with the French Republic. By 1813 the French Civil War was at an end, but its outcome remained in doubt. Much of the Second Republic was occupied by the Imperium, with Paris itself still under siege. Help came unlooked for when Crown forces, under the Duke of Wellington, made landfall in Belgium, forcing the Imperium's armies to turn aside and seek battle at Waterloo. The subsequent engagement routed the Imperium's armies and shattered their Western offensive.

*[Note from the Permanent Secretary: The Crown intervention checked the Kaiser's ambitions in the West, just as the Commonwealth shattered them in the East. The resultant peace has held for nearly sixty years, but for how much longer in the face of a resurgent Imperium's re-armament?]*

The French Second Republic was (and arguably still is) a shadow of the French Empire and First Republic that preceded it. In 1848, the French Second Republic's popularity collapsed amidst the wave of European revolutions rolling across the continent. A new political party, named *Aigles Imperiaux* after the defeated Civil War faction, made major breakthroughs in the legislative elections, and in the following year presented Louis-Napoleon Bonaparte—scientist, philosopher, patriot, nephew of King Joseph of Spain, nephew of Emperor Napoleon I—as their presidential candidate.

...



He won the election by a landslide and moved swiftly to cement his power. The legislative assembly and senate were packed with party members, thanks in large part to the support of rural voters and a healthy amount of intimidation by party paramilitaries. Grandiose public works and military rearmament programs reinforced the popular image of a French economy emerging from the doldrums such that, by 1852, France appeared to have turned the corner. Louis-Napoleon shrewdly played on his interests in the fields of science by becoming a signatory to the Covenant of the Enlightened's founding charter. Though his role as a head of state relegated him to a mere patron of that fledgling order, it ensured that La Republique would be supported by a steady stream of intellectuals and researchers eager for his sponsorship.

### Forging an Alliance

Despite this technological advantage, the new President faced challenges to his dream of rebuilding France. The Prussians and their Imperium, in particular, remained a dark threat on France's border. The memory of their invasion had become a source of national humiliation, and one that President Bonaparte wished to exorcise from the French psyche.

His solution was to secure an alliance of likeminded powers to serve as a counterweight to the Great Powers around it. A ready partner was found in Spain, where Napoleon's grand niece had just inherited the throne at the tender age of seven. Spain and France signed a treaty of friendship and mutual assistance in 1854, binding the two to support each other militarily and economically.

The treaty went further than any of its kind before, forcing Spain into an uncomfortably subordinate position relative to France. Spain's military is heavily reliant on French technology after years of under-investment, and the Spanish economy exists mainly to supply France with discounted raw materials and foodstuffs.

Armed with the agreement of Spain, President Bonaparte then turned to his next potential partner: the League of Italian States.

The fractious League had (much like modern France) arisen out of resistance to Prussian aggression, and had just about held itself together in the years since, governed by a jealous and occasionally kleptocratic Tetrarchy. Beguiled by French technology, prestige, and protection, the Tetrarchy finally agreed to join the alliance in 1856, whereupon the coalition of France, Spain, and Italy was officially renamed the "Latin Alliance" by an exultant President Bonaparte.

...



The Italian accession dramatically expanded the powerbase of the Latin Alliance, outflanking the Imperium's western border and opening a healthy proportion of the Mediterranean to Alliance shipping. The Latin Alliance also inherited Italian colonies in North Africa, as well as their squabbles with the Sultanate. By 1858, the economy of the Latin Alliance was booming, and it was only a matter of time before other powers sought permission to join. Belgium was the first minor nation to seek associate membership, followed by Luxembourg and then Switzerland in 1858 and 1859. Napoleon's greatest coup, however, came with the Kingdom of Portugal's petition for membership in 1860-61. Whilst not exactly a committed partner, the Portuguese rightly concluded that it was better to be a part of the Latin Alliance than sharing a land border with a revitalised and aggressive Spain.

With Portuguese accession to the Latin Alliance, President Bonaparte declared that his dream represented a new form of geopolitical power on the world stage: a community of "Great Powers" working together for the betterment of all.

### The South American Revolution

The Latin Alliance's pretensions to world power status were (regrettably) not taken terribly seriously. Crown analysts at the time considered the alliance to be a loose club of lesser nations, incapable of operating effectively together, or of being genuinely proactive in international affairs.

This view changed with the dramatic intervention of the Alliance in the Socialist Unity of South America.

The Socialist Unity (known colloquially as SUSA and, much as I loathe a lazy acronym, described as such henceforth) grew out of a melting pot of fears, ambitions, and revolutionary fervour that had swept across South America in the years between the collapse of the Spanish and Portuguese empires and the terrible aftermath of the Ore War in the north. It was the annexation of Gran Colombia by the newly emerged Union of Federated States in 1869 that finally spurred the continent to action.

The fear that they would again be subsumed by a foreign empire was powerfully voiced by the charismatic Elisabeta Vannet (later to be known as Elisabeta de Rosa). While a student in San Paolo, Elisabeta had adopted the revolutionary ideas of Karl Marx and gathered a large following of loyal followers to spread the Communist Manifesto. Despite heavy-handed attempts to silence her, her support grew until, in response to Union massacres in Bogotá, the Communists seized Sao Paolo's main wireless station and announced a national Marxist revolution. The government, caught completely off-guard, capitulated in days and the Communists swept into power on a wave of euphoria.

...



Now, Chairman de Rosa leads the SUSA. Through her powerful oratory and Marxist ideals, she has instilled a sense of purpose in what was once a decaying country. The revolution, as she sees it, is bringing progress and prosperity to all the SUSA. To her credit, she draws no distinction between the disparate peoples who inhabit the country, seeing them all as equal partners in the SUSA's future.

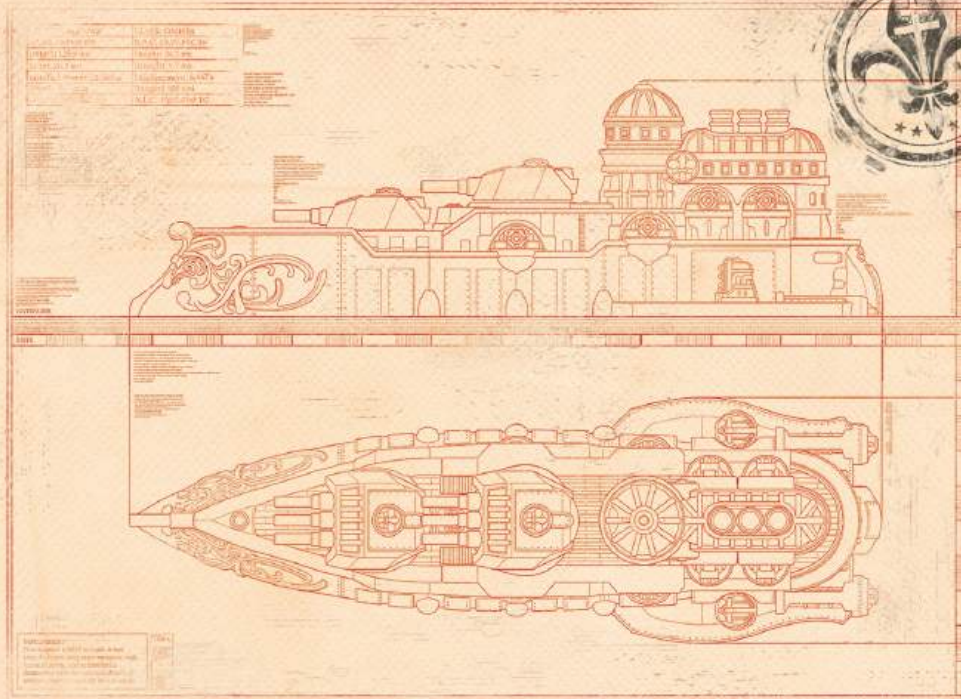
With the Union encroaching on her northern border, and the Celestian Empire's purchase of a large chunk of cash-strapped Argentina and Chile, to the south, the SUSA turned to the Latin Alliance. Although stopping short of formal membership of the Alliance, Chairman de Rosa agreed to supply raw foodstuffs and the mineral wealth of the Amazon in exchange for industrial equipment and modern weaponry. The delivery of so much military hardware, and the training of SUSA's vast, but creaking, armed forces in its use, has necessitated the establishment of several Alliance garrisons, ports and airbases in the Socialist Unity. There are many in the SUSA committee who hold that this was Napoleon's plan all along.

The exact nature of the arrangement between the Revolutionary Government and the Latin Alliance is a secret our agents have yet to uncover. Nonetheless, it is the opinion of the Foreign Office that President Bonaparte sees this as the perfect opportunity to demonstrate the Alliance's power whilst simultaneously extending its reach. In truth, with ideological differences so pronounced, it seems that neither party in this treaty is entirely at ease with the other. However, as long as the Union and Celestian Empire threaten the fledgling Socialist Unity, Chairman de Rosa is shrewd enough to keep the Alliance as allies.

The Foreign Office deems it an absolute priority to determine Latin Alliance intentions in South America, and to undermine this fragile accord by any means necessary. If this should happen to draw the upstart Union and the Celestian Empire into a larger conflict with the Alliance, then this can only be to the Crown's benefit.



June 1869



## Chevalier Cruiser

*Able to launch screens of torpedoes, as well as lay down fire from heat lances or rocket batteries when necessary, Chevalier Cruisers serve as the dependable frontline squadrons of the Alliance.*

Designed by the brilliant French shipwright, Marianne de Borda, in 1856, the Chevalier Cruiser continues to form the dependable core of most Alliance battlefleets as a less resource-intensive alternative to the Charlemagne Heavy Cruiser. These cruisers are ideal for accompanying the Alliance's more formidable warships, such as the Orriflamme Grand Battlecruiser. A posting to a Chevalier is considered to be one of enormous prestige amongst La Royale, as the navy is informally known. Many recruits to the Marine Nationale are inspired to join the impeccably attired crews of the Chevalier-class, well known for their high morale and their mastery of the basic drills.

True to the French military concept of élan, the Chevalier sacrifices the defensive qualities of aft armaments for greater offensive power in head-on attacks, its two fore-mounted turrets, each capable of sporting either a Model 1853 Heavy Gun battery, a Fresnel-pattern Heat Lance or a Le Prieur Rocket Battery. The two Zédé No.3 Torpedo Turrets on the port and starboard propulsion wings, another staple of French naval design, provide all-around anti-submersible capabilities.

Complementing these formidable weapons is a broadside of four 150 cm de Bange naval cannons, nestled within heavily-protected gun ports. This is fewer than one would find on equivalent vessels, but the guns themselves are correspondingly larger, with a limited ability to rotate, allowing for pinpoint accuracy at the expense of raw shots per minute. This, combined with the Alliance doctrine of the dreaded 'rolling broadside', makes these ships surprisingly formidable for their size.

With the entry of more member-states into the Alliance in recent years, it is not uncommon to see squadrons of French-flagged Chevalier Cruisers accompanying the fleets of other nations. The burden of manpower and materiel this places on France is deemed one worth paying in return for a globe-spanning network of grateful allies. The naval arm of the Portuguese military ordered nine Chevalier-class cruisers in 1862 and instructed the shipyards at Vila do Conde to adapt them for service in the Armada Portuguesa. More recently, the oldest six Chevalier-class cruisers still in operation in La Royale have been gifted to SUSA as part of the ongoing pledge for defence support by the Alliance. They have been refitted and rechristened as a proud part of the South American people's navy.



## DYSTOPIAN WARS

# FORCE SELECTION

## SELECTING AN ALLIANCE FORCE

This section contains all of the information that an Alliance Admiral needs to create a Force, as described on page 125 of *Dystopian Wars: The Rules*.

FLAGSHIP	<b>1 ORIFLAMME GRAND BATTLECRUISER</b>	<b>195</b> Points
	<i>Alliance, French</i>	
	<b>OPTIONS</b>	
	Add up to four <b>Escort</b> tokens to the unit	+10 pts each
	Replace one <b>Heavy Hardpoint</b> with a <b>Generator Hardpoint</b>	Varies
<i>Add one of the following as an Attachment:</i>		
2 <b>Ecuyere Frigates</b>	+70 pts	
1 <b>Bretteur Destroyer</b>	+65 pts	

Each unit available to the Faction has its own **Force Selection Entry**. This shows all relevant information about the unit:

- The unit's **Organisational Trait**.
- The unit's **Model Count** and **Class**.
- The unit's **Points Cost**.
- Any **Traits** which are relevant when allocating the unit to a **Battlefleet Element**.
- Any **Upgrades** available to the unit.

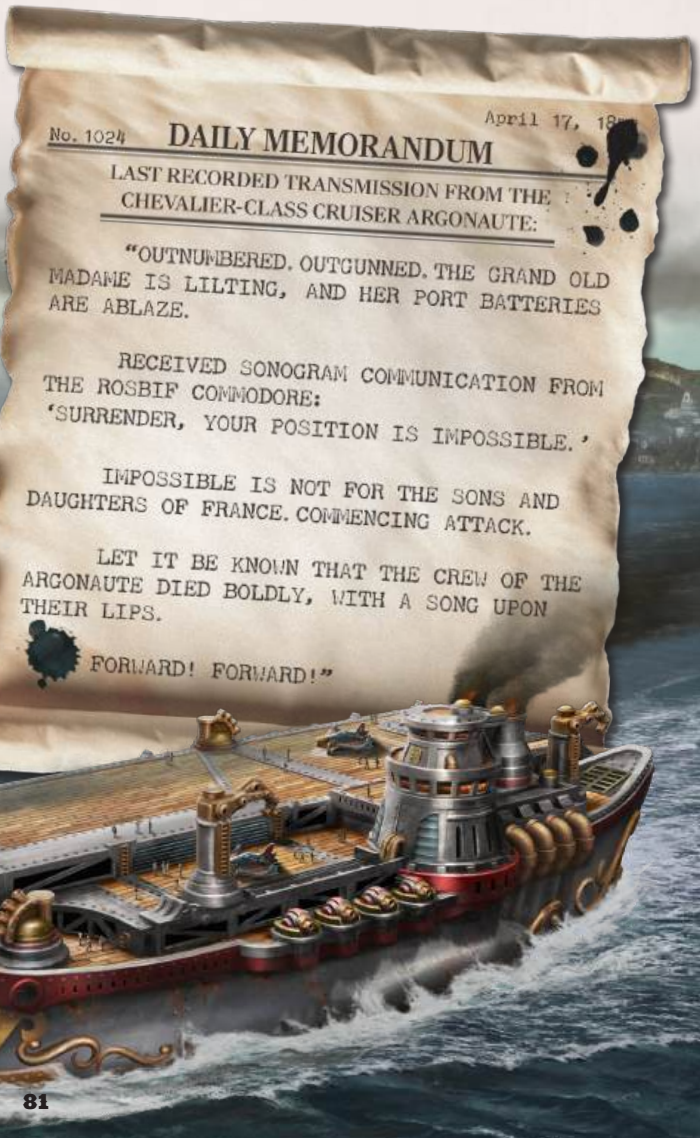
## UPGRADES

Most **Force Selection** entries feature one or more **Upgrades** that can optionally be purchased for the unit during Force Selection.

For multiple-model units, these are divided into **Unit Upgrades** and **Model Upgrades**. Unit Upgrades are purchased for the unit as a whole, and include items like **Attachments** and **Escort** tokens. Model Upgrades are purchased for models within the unit, and include items like **Generator Hardpoints** and equipment upgrades.

## MANDATORY SELECTIONS

Sometimes, a unit might list one or more **Mandatory Selections**. These are listed alongside **Upgrades**, but are not optional: one item from the list *must* be chosen, at the Points Cost shown, when the unit is added to a Force.





**GENERATOR HARDPOINTS**

Some units allow the Admiral to replace a **Weapon** on one or more models with a **Generator Hardpoint**. When they do so, they must choose from the list below. The model gains the listed **System**, and its **Points Cost** is increased by the amount shown.

Note that some models can simply have a **Generator** purchased for them, instead of replacing one of their weapons. Where this is the case, it is clearly stated in the **Force Selection** entry.

Unless specifically stated otherwise, a model *cannot* gain a System that it already has.

SYSTEM	PTS
Atomic Generator <sup>1</sup>	+5
Fury Generator	+20
Heavy Shield Generator	+15
Magnetic Generator	+15
Repulsion Field Generator <sup>2</sup>	+10
Shroud Generator	+10
Solex Generator	+10

<sup>1</sup> An Atomic Generator cannot be purchased for a model with the *Immobile* trait.

<sup>2</sup> A Repulsion Field Generator cannot be purchased for a model with the *Airborne*, *Underwater*, or *Immobile* traits, or a model with the *Elevated* property.

**FLEET DOCTRINES**

Up to one of the following **Fleet Doctrines** (see page 15) can be purchased for each *Flagship* in the Force. Each Doctrine can only be purchased once.

DOCTRINE	PTS
Testudo Viridis ( <i>Italian</i> )	5
For Valour! ( <i>Alliance</i> )	10
Forward Patrol	15
Revolutionary Zeal ( <i>SUSA</i> )	15
Advanced Telemetros	20
Strategic Reserves	20
Rolling Broadside ( <i>French</i> )	25
Chain of Command	25
Devil's Own Luck	25
Do or Die	30





## FORCE SELECTION ENTRIES

Each unit in an Alliance Force (except those chosen as part of a **Mercenary Battlefleet**) must be chosen from the following entries, and must be allocated to a **Battlefleet Element**.

### CLASS VARIANTS

Some **Classes** have multiple variants, shown in parentheses after their name. These still count as the same Class for purposes of the **Duplicate Classes** restriction (see page 126 of *Dystopian Wars: The Rules*).

FLAGSHIP

## 1 COLUMBIA HEAVY BATTLESHIP

*Alliance, SUSA*

**250**  
Points

### OPTIONS

Add up to four <b>Escort</b> tokens to the unit	+10 pts each
Replace one <b>Heavy Hardpoint</b> with a <b>Generator Hardpoint</b>	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 <b>Bretteur Destroyer</b>	+65 pts
- 2 <b>Springfield Corvettes</b>	+50 pts

FLAGSHIP

## 1-2 CONCORDAT COMMAND CRUISERS

*Alliance, French, Italian, Portuguese, SUSA, Papal*

**160**  
Points per model

### OPTIONS

Add up to two <b>Escort</b> tokens to the unit	+10 pts each
Replace one <b>Heavy Hardpoint</b> on any number of models with a <b>Generator Hardpoint</b>	Varies
Replace both <b>Focused Torpedo Turrets</b> on any number of models with a <b>Pontifex Array</b>	No cost
<i>Add one of the following as an Attachment:</i>	
- 1 <b>Bretteur Destroyer</b>	+65 pts
- 2 <b>Ecuyere Frigates</b>	+ 70 pts
- 2 <b>Springfield Corvettes</b>	+50 pts

FLAGSHIP

## 1 COURONNE GRAND CARRIER

*Alliance, French*

**220**  
Points

### OPTIONS

Add up to four <b>Escort</b> tokens to the unit	+10 pts each
Upgrade one <b>Couronne Grand Carrier</b> in the Force to <i>La Dame Liberté</i> ®	+20 pts
<i>Add one of the following as an Attachment:</i>	
- 2 <b>Ecuyere Frigates</b>	+ 70 pts
- 1 <b>Bretteur Destroyer</b>	+65 pts

FLAGSHIP

## 1 GOTHAM ASSAULT CARRIER

*Alliance, SUSA*

**250**  
Points

### OPTIONS

Add up to five <b>Escort</b> tokens to the unit	+10 pts each
<i>Add one of the following as an Attachment:</i>	
- 1 <b>Bretteur Destroyer</b>	+65 pts
- 2 <b>Springfield Corvettes</b>	+50 pts



**FLAGSHIP** **\$\$\$LA REPUBLIQUE LEGENDARY SKYFORTRESS\$\$\$** **345**  
*Alliance, French, Airborne, Marine Levante, Unique*  
**Points**

**OPTIONS**

*Add one of the following as an Attachment:*

- 2 Honneur Levant Destroyers	+120 pts
- 1 Furieux Levant Grand Corvette	+145 pts
- 1 Alma Levant Support Cruiser	+105 pts

**FLAGSHIP** **1 MAGENTA LEVANT BATTLECRUISER** **185**  
*Alliance, French, Airborne, Marine Levante*  
**Points**

**OPTIONS**

Add up to two Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies

*Add one of the following as an Attachment:*

- 2 Honneur Levant Destroyers	+120 pts
- 1 Furieux Levant Grand Corvette	+145 pts
- 1 Alma Levant Support Cruiser	+105 pts

**FLAGSHIP** **1 MARS HEAVY BATTLESHIP** **230**  
*Alliance, Italian*  
**Points**

**OPTIONS**

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies

*Add one of the following as an Attachment:*

- 1 Bretteur Destroyer	+65 pts
- 1 Vulcan Repair Ship	+75 pts

**FLAGSHIP** **1 MINERVA ASSAULT CARRIER** **225**  
*Alliance, Italian, Surface*  
**Points**

**OPTIONS**

Add up to four Escort tokens to the unit	+10 pts each
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*Add one of the following as an Attachment:*

- 1 Bretteur Destroyer	+65 pts
- 1 Vulcan Repair Ship	+75 pts



**FLAGSHIP** **1 ORIFLAMME GRAND BATTLECRUISER** **195**  
*Alliance, French* **Points**

**OPTIONS**

Add up to four <b>Escort</b> tokens to the unit	+10 pts each
Replace one <b>Heavy Hardpoint</b> with a <b>Generator Hardpoint</b>	Varies
<i>Add one of the following as an Attachment:</i>	
- 2 <b>Ecuyere Frigates</b>	+ 70 pts
- 1 <b>Bretteur Destroyer</b>	+65 pts

**FLAGSHIP** **1 SAINT-MICHEL LEVANT BATTLE CARRIER** **175**  
*Alliance, French, Airborne, Marine Levante* **Points**

**OPTIONS**

Add up to four <b>Escort</b> tokens to the unit	+10 pts each
Replace one <b>Heavy Hardpoint</b> with a <b>Generator Hardpoint</b>	Varies
<i>Add one of the following as an Attachment:</i>	
- 2 <b>Honneur Levant Destroyers</b>	+120 pts
- 1 <b>Furieux Levant Grand Corvette</b>	+145 pts
- 1 <b>Alma Levant Support Cruiser</b>	+105 pts

**FLAGSHIP** **1 VAUBAN SKYFORTRESS** **320**  
*Alliance, French, Airborne, Marine Levante* **Points per model**

**OPTIONS**

Add up to five <b>Escort</b> tokens to the unit	+10 pts each
<i>Add one of the following as an Attachment:</i>	
- 2 <b>Honneur Levant Destroyers</b>	+120 pts
- 1 <b>Furieux Levant Grand Corvette</b>	+145 pts
- 1 <b>Alma Levant Support Cruiser</b>	+105 pts

**FLAGSHIP** **1 VIRGINIA ASSAULT BATTLESHIP** **245**  
*Alliance, SUSA, Surface* **Points per model**

**OPTIONS**

Add up to four <b>Escort</b> tokens to the unit	+10 pts each
Replace one <b>Heavy Hardpoint</b> with a <b>Generator Hardpoint</b>	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 <b>Bretteur Destroyer</b>	+65 pts
- 2 <b>Springfield Corvettes</b>	+50 pts



**LINE** **1-3 CHARLEMAGNE HEAVY CRUISERS** **140**  
*Alliance, French/Portuguese*  
**MANDATORY SELECTION**  
 This unit has **either** the *French* trait or the *Portuguese* trait  
**OPTIONS**  
 Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Add 2 **Ecuyere Frigates** as an **Attachment** + 70 pts

**LINE** **1-3 CHEVALIER CRUISERS** **115**  
*Alliance, French/Portuguese*  
**MANDATORY SELECTION**  
 This unit has **either** the *French* trait or the *Portuguese* trait  
**OPTIONS**  
 Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Add 2 **Ecuyere Frigates** as an **Attachment** + 70 pts

**LINE** **1-4 GETTYSBURG HEAVY MONITORS** **95**  
*Alliance, SUSA*  
**OPTIONS**  
 Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Add 2 **Springfield Corvettes** as an **Attachment** +50 pts

**LINE** **1-3 GLADIUS STRIKE CRUISERS** **105**  
*Alliance, Italian*  
**OPTIONS**  
 Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Upgrade any number of models with a **Scutum Mine Launcher** +10 pts each  
 Add 1 **Vulcan Repair Ship** as an **Attachment** +75 pts

**LINE** **1-3 LYON LEVANT HEAVY CRUISERS** **120**  
*Alliance, French, Airborne, Marine Levante*  
**OPTIONS**  
 Choose up to one of the following for each model:  
 - Replace one of the model's **Heavy Hardpoints** with a **Generator Hardpoint** Varies  
 - Upgrade the model with a **Francisco Solex Generator** +20 pts each  
 - Add 1 **Alma Levant Support Cruiser** as an **Attachment** +105 pts



**LINE**

**1-4 SARATOGA ASSAULT CRUISERS**  
*Alliance, SUSA*

**110**  
 Points per model

**OPTIONS**

Replace the <b>Heavy Hardpoint</b> on any number of models with a <b>Generator Hardpoint</b>	Varies
Add 2 <b>Springfield Corvettes</b> as an <b>Attachment</b>	+50 pts

**LINE**

**1-2 SALVADOR BATTLECRUISERS**  
*Alliance, SUSA*

**160**  
 Points per model

**OPTIONS**

Add up to two <b>Escort</b> tokens to the unit	+10 pts each
Add 2 <b>Springfield Corvettes</b> as an <b>Attachment</b>	+50 pts

**LINE**

**1-3 SPATHA ATTACK CRUISERS**  
*Alliance, Italian*

**130**  
 Points per model

**OPTIONS**

Replace one <b>Heavy Hardpoint</b> on any number of models with a <b>Generator Hardpoint</b>	Varies
Upgrade any number of models with a <b>Scutum Mine Launcher</b>	+10 pts each
Add 1 <b>Vulcan Repair Ship</b> as an <b>Attachment</b>	+75 pts

**PATROL**

**1-4 BRETTEUR DESTROYERS**  
*Alliance, French/Portuguese*

**65**  
 Points per model

**MANDATORY SELECTION**

This unit has **either** the *French* trait or the *Portuguese* trait

**PATROL**

**2-6 CESTUS ZEBEKS**  
*Alliance, Italian*

**30**  
 Points per model

**NO OPTION**

This unit does not have any options

**PATROL**

**2-6 ECUYERE FRIGATES**  
*Alliance, French/Portuguese*

**35**  
 Points per model

**MANDATORY SELECTION**

This unit has **either** the *French* trait or the *Portuguese* trait



**PATROL** **2-4 HONNEUR LEVANT DESTROYERS** **60**  
*Alliance, French, Airborne, Marine Levante*  
**NO OPTION**  
 This unit does not have any options  
 Points per model

**PATROL** **1-3 PICARDY LITTORAL MONITORS** **70**  
*Alliance, French/Portuguese*  
**MANDATORY SELECTION**  
 This unit has **either** the *French* trait or the *Portuguese* trait  
**OPTIONS**  
 Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Add 2 **Ecuyere Frigates** as an **Attachment** + 70 pts

**PATROL** **1-3 PUGIO DESTROYERS** **55**  
*Alliance, Italian*  
**NO OPTION**  
 This unit does not have any options  
 Points per model

**PATROL** **1-3 PILUM MONITORS** **70**  
*Alliance, Italian*  
**OPTIONS**  
 Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Upgrade any number of models with a **Scutum Mine Launcher** +10 pts each  
 Add 1 **Vulcan Repair Ship** as an **Attachment** +75 pts

**PATROL** **2-6 SPRINGFIELD CORVETTES** **25**  
*Alliance, SUSA*  
**NO OPTION**  
 This unit does not have any options  
 Points per model

**SUPPORT** **1-3 DEFENCE PLATFORMS** **60**  
*Alliance, Portuguese, Platform*  
**OPTIONS**  
 Add up to two **Escort** tokens to the unit +10 pts each  
 Add **Defensive Mines** to the unit +20 pts  
 Points per model



**SUPPORT** **1-2 FRANCISCO BATTLECRUISERS** **175**  
*Alliance, SUSA* Points per model

**OPTIONS**

Add up to two <b>Escort</b> tokens to the unit	+10 pts each
Add 2 <b>Springfield Corvettes</b> as an <b>Attachment</b>	+50 pts

**SUPPORT** **1-3 FURIEUX LEVANT GRAND CORVETTES** **145**  
*Alliance, French, Airborne, Marine Levante* Points per model

**OPTIONS**

Replace the <b>Heavy Hardpoint</b> on any number of models with a <b>Generator Hardpoint</b>	Varies
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**SUPPORT** **1 HEAVY PLATFORM** **150**  
*Alliance, Portuguese, Platform* Points per model

**OPTIONS**

Add up to two <b>Escort</b> tokens to the unit	+10 pts each
Add 1 <b>Generator</b> from the <b>Generator Hardpoints</b> list	Varies
Add <b>Defensive Mines</b> to the unit	+20 pts
Add 1 <b>Defence Platform</b> as an <b>Attachment</b>	+60 pts

**SUPPORT** **1-3 JUPITER SUPPORT CARRIERS** **115**  
*Alliance, Italian* Points per model

**OPTIONS**

*Add one of the following as an Attachment:*

- 1 <b>Pugio Destroyer</b>	+55 pts
- 1 <b>Vulcan Repair Ship</b>	+75 pts

**SUPPORT** **1-3 MARSEILLE LEVANT BOMBER CARRIERS** **125**  
*Alliance, French, Airborne, Marine Levante* Points per model

**OPTIONS**

Replace the <b>Heavy Hardpoint</b> on any number of models with a <b>Generator Hardpoint</b>	Varies
<i>Add one of the following as an Attachment:</i>	
- 2 <b>Honneur Levant Destroyers</b>	+120 pts
- 1 <b>Alma Levant Support Cruiser</b>	+105 pts



**SUPPORT** **1-3 SCORPIO ARTILLERY CRUISERS** **150**  
*Alliance, Italian*  
**POINTS per model**

**OPTIONS**

*Add one of the following as an Attachment:*

- 1 Pugio Destroyer	+55 pts
- 1 Vulcan Repair Ship	+75 pts

**SUPPORT** **1-3 SUMTER LANDING SHIPS** **110**  
*Alliance, SUSA*  
**POINTS per model**

**OPTIONS**

Add 2 Springfield Corvettes as an Attachment	+50 pts
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**SUPPORT** **1-3 VOLIERE LEVANT STRIKE CRUISERS** **120**  
*Alliance, French, Airborne, Marine Levante*  
**POINTS per model**

**OPTIONS**

*Add one of the following as an Attachment:*

- 2 Honneur Levant Destroyers	+120 pts
- 1 Alma Levant Support Cruiser	+105 pts

**SCOUT** **1-3 AUXILIA FAST CRUISERS** **100**  
*Alliance, Italian*  
**POINTS per model**

**OPTIONS**

Replace the Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Upgrade any number of models with a Scutum Mine Launcher	+10 pts each
Add 1 Vulcan Repair Ship as an Attachment	+ 75 pts

**SCOUT** **1-3 CHASSEUR LEVANT STRIKE CRUISERS** **145**  
*Alliance, French, Airborne, Marine Levante*  
**POINTS per model**

**OPTIONS**

Replace the Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Add 1 Alma Levant Support Cruiser as an Attachment	+105 pts



**SCOUT** **1-3 LOIRE LIGHT CRUISERS** **110**  
*Alliance, French/Portuguese*  
**MANDATORY SELECTION**  
 This unit has **either** the *French* trait or the *Portuguese* trait  
**OPTIONS**  
 Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Add 2 **Ecuyere Frigates** as an **Attachment** +60 pts

**SCOUT** **2-4 SAGITTA HUNTER SUBMARINES** **50**  
*Alliance, Italian, Underwater*  
**NO OPTION**  
 This unit does not have any options

**SCOUT** **1-4 SIRENE ATTACK SUBMARINES** **45**  
*Alliance, French, Underwater*  
**NO OPTION**  
 This unit does not have any options

**LOGISTICAL** **1-3 ALMA LEVANT SUPPORT CRUISERS** **105**  
*Alliance, French, Airborne, Marine Levante*  
**OPTIONS**  
 Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies

**LOGISTICAL** **1 EUROPA GRAND CONVEYOR** **90**  
*Alliance, Ship*  
**OPTIONS**  
 Add up to four **Escort** tokens to the unit +10 pts each  
 Upgrade with a **Troop Transport Bay** +25 pts  
*Choose up to one of the following:*  
 - Upgrade with an **Olympia Levant Drive** +20 pts  
 - Add 1 **Hermes Supply Freighter** as an **Attachment** +25 pts

**LOGISTICAL** **1-3 GASCONY LEVANT MERCHANTMEN** **105**  
*Alliance, French, Airborne, Marine Levante*  
**OPTIONS**  
 Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies  
 Add 1 **Alma Levant Support Cruiser** as an **Attachment** +105 pts



**LOGISTICAL** **1-3 HERMES SUPPLY FREIGHTERS** **25**  
*Alliance*  
**POINTS** Points per model  
**OPTIONS**  
 Add up to two **Escort** tokens to the unit +10 pts each

**LOGISTICAL** **1-3 PROVIDENCE MERCHANTMEN** **60**  
*Alliance, SUSA*  
**POINTS** Points per model  
**OPTIONS**  
 Add one of the following as an **Attachment**:  
 - 1 Hermes Supply Freighter +25 pts  
 - 2 Springfield Corvettes +50 pts

**LOGISTICAL** **1-3 SUPPLY PLATFORMS** **65**  
*Alliance, Portuguese, Platform*  
**POINTS** Points per model  
**OPTIONS**  
 Add up to two **Escort** tokens to the unit +10 pts each  
 Add **Defensive Mines** to the unit +20 pts  
 Add 1 **Defence Platform** as an **Attachment** +60 pts

**LOGISTICAL** **1 TITAN MASS CONVEYOR** **70**  
*Alliance*  
**POINTS** Points  
**OPTIONS**  
 Add up to four **Escort** tokens to the unit +10 pts each  
 Upgrade with a **Troop Transport Bay** +15 pts  
 Choose up to one of the following:  
 - Upgrade with an **Olympia Levant Drive** +15 pts  
 - Add 1 **Hermes Supply Freighter** as an **Attachment** +25 pts

**LOGISTICAL** **1-3 VULCAN REPAIR SHIPS** **75**  
*Alliance, Italian*  
**POINTS** Points per model  
**NO OPTION**  
 This unit does not have any options



DYSTOPIAN WARS



# RETIRED/CONSOLIDATED UNIT SUMMARY

If you played the previous edition of *Dystopian Wars*, you may have noticed that some units that were previously available to this Faction are no longer listed in this ORBAT. This section provides a summary of those units.

### NAMED VARIANTS

Some units in the previous edition were named variants of an existing class, sometimes with one or two extra rules. If these units do not have a bespoke miniature, they have generally been removed from the ORBAT... for now. They may return later as a new miniature, for example, or as part of a Legendary Battlefleet.

For now, if you have a miniature for one of these retired variants, you can use it as the “parent” class. In some cases, we’ve broadened the options available to the parent class to represent weapons, properties, or systems that were only available to the named variant.

RETIRED UNIT	PARENT CLASS
<i>Atlanta</i>	Virginia Assault Battleship
<i>Fesch</i>	Orriflamme Grand Battlecruiser
<i>Le Phenix</i>	Saint-Michel Levant Battle Carrier
<i>Richelieu</i>	Orriflamme Battlecruiser

### CONSOLIDATED UNITS

Due to the modular nature of the *Dystopian Wars* plastic kits, there were several cases in the previous edition where two or more classes were almost identical. Where possible, we’ve taken the opportunity to consolidate these into a single unit profile entry, with optional upgrades (as reflected on the miniatures themselves) to represent what would previously have been a separate class.

CONSOLIDATED UNIT	NOW IT'S...
Dieppe Levant Solex Cruiser	Lyon Levant Heavy Cruiser with Francisco Solex Generator upgrade
Epaulette Artillery Submarine	Sirene Attack Submarine with Magnetic Bombard upgrade

*An Alliance patrol fleet heads into a dangerous region of the Mediterranean, alert for rampaging pirates or opportunistic Sultanate task forces.*





## DYSTOPIAN WARS

# ORBAT CHANGE LOG

*This section provides a summary of changes from v4.00 to v4.01 beta. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

## ONWARD FROM LAUNCH

This is no longer a **Launch ORBAT**! Each page now contains a wealth of information about the Alliance, its fighting vessels, and its tools of war.

## UNIT INDEX

The Unit Index (page 17) has had the following updates:

- The **Points Costs** of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.

## BATTLEFLEETS

Battlefleets (starting on page 6) have been reworked, in line with similar changes across the other seven ORBATs.

- The **Proteção Commercial Battlefleet** has been added, focusing on the new Portuguese frontline variants and their expertise in protecting merchant convoys.
- The **Marina Pontificia Battlefleet** has been added, focusing on the political power of Pope Pius IX.

## FLEET DOCTRINES

Fleet Doctrines (page 15) have had the following updates:

- **Advanced Telemetros** has been added.

## UNIT PROFILES

The following units have been updated:

- **Concordat Command Cruiser** has been added.
- **Charlemagne Heavy Cruisers** have gained the option to be taken as either *French* or *Portuguese*.
- **Chevalier Cruisers** have gained the option to be taken as either *French* or *Portuguese*.
- **Bretteur Destroyers** have been added.
- **Ecuyere Frigates** have gained the option to be taken as either *French* or *Portuguese*.
- **Picardy Littoral Monitors** have gained the option to be taken as either *French* or *Portuguese*.
- **Loire Light Cruisers** have gained the option to be taken as either *French* or *Portuguese*.

*SUSA has seized control of the sealanes of South America with its ragtag fleet of refitted cruisers and rugged steamships.*

