

ALLIES & MERCENARIES

The **Imperial Bond** and **Grand Coalition** are the major alliances of the world war, each made up of a host of Major and Minor nations. Additionally the **Free Nations** are a collection of mercenaries and other forces that have their own loyalties. Being able to take members of an Allied nation is a big part of *Dystopian Wars*, and a big part of *Dystopian Legions* as well.

Mercenary Sections are taken as a part of the **Platoon Structure** (see page 30 of the *Dystopian Legions* Core Rulebook).

Allies may also be taken, but Allies must be formed into their own legal Platoon (see pages 29-33).

No more than 40% of the MFV of the Force may be devoted to allies.

Command Points generated by Allies may not be used on the Core Force, and likewise Command Points which the Core Force generates may not be used on Allies. Allied Officers and NCOs create their own Allied Pool of CP that must be kept separate from the Core Force CP Pool.

When Building an Allied Platoon, no Allied Officer may be of a higher rank than the **Senior**

Commanding Officer of the Core Force. An Allied Officer may never be regarded as the Senior Commanding Officer, even if they are of a higher Rank than any surviving Officer in the Core Force. Only in the situation where all the Officers in the Core Force are killed and are survived by an Allied Officer may the Allied Officer be regarded as the Senior Officer.

Tactical Action Cards may be played on an Allied Section, as long as the Command Points spent on the TAC are taken from the Allied Command Pool. National TAC for an Ally may not be taken as a part of a TAC Hand, and National TAC for the Core Force may never be played on an Allied Section.

Allies cannot make use of **Transports** supplied by the Main Force. If they wish to have or use an APC, they must supply it themselves.

Allies must be thematically legal, ie: both the Core Force and the Allied Force must belong to the same Faction, or the Allies must be a Mercenary Force that has the appropriate Factional Alignment.

Below: Major Powers Allegiance Table. See next page for details of Minor Powers and Mercenaries.

MAJOR POWERS ALLEGIANCE TABLE		
Major Powers	Faction	Minor Power Close Allies
Kingdom of Britannia	Grand Coalition	Dominion of Canada Indian Raj Royal Australia
Prussian Empire	Imperial Bond	Teutonic Order Kingdom of Denmark League of Italian States
Federated States of America	Grand Coalition	Dominion of Canada Royal Australia
Empire of the Blazing Sun	Imperial Bond	Chinese Federation Free Chilean Republic The Wani
Covenant of Antarctica	Free Nations	Commonwealth of Free Australia Ottoman – Separatists
République of France	Imperial Bond	Ottoman – Traditionalists
Russian Coalition	Grand Coalition	Polish-Lithuanian Commonwealth

MINOR POWERS ALLEGIANCE TABLE

Minor Powers	Faction	Minor Power / Close Allies
Free Chilean Republic	Imperial Bond	No Close Allies
Chinese Federation	Imperial Bond	No Close Allies
Kingdom of Denmark	Imperial Bond	No Close Allies
Ottomans – Traditionalists	Imperial Bond	No Close Allies
Teutonic Order	Imperial Bond	No Close Allies
The Wani	Imperial Bond	No Close Allies
Commonwealth of Free Australia	Free Nations	No Close Allies
League of Italian States – Traditionalists	Free Nations	No Close Allies
Ottomans – Separatists	Free Nations	No Close Allies
Socialist Union of South America	Free Nations	No Close Allies
Royal Australia	Grand Coalition	No Close Allies
Dominion of Canada	Grand Coalition	No Close Allies
Polish-Lithuanian Commonwealth	Grand Coalition	No Close Allies
Free Hellenic Kingdom	Grand Coalition	No Close Allies
Republic of Egypt	Grand Coalition	No Close Allies
Portuguese Empire	Grand Coalition	No Close Allies
Spanish Republican Confederacy	Grand Coalition	No Close Allies
Indian Raj	Grand Coalition	No Close Allies

MERCENARY FORCE TABLE

Mercenaries	Faction	Factional Alignment
Black Wolf	Mercenary	Any (except Russian Coalition)
Commonwealth of Free Australia	Mercenary	Imperial Bond
East India Merchant Company	Mercenary	Grand Coalition/Free Nations
The Honourable Eclipse Company	Mercenary	Any
Garibaldi's Legion	Mercenary	Grand Coalition/Free Nations
The Order of Honourable Gentlemen	Mercenary	Imperial Bond
League of Crimson	Mercenary	Any
League of Italian States – Separatists	Mercenary	Any