

**This document contains model statistics for the Black Wolf Faction. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.**

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# BLACK WOLF FORCES

## UNIVERSAL RULES BLACK WOLF FORCE

- In some places, the Black Wolf Force is abbreviated as **BW** in the Black Wolf Force guide.

## BLACK WOLF COMMODORE RULES

### Command Abilities

Each Turn, the controlling player may have the Commodore perform ONE of the following Command Abilities:

- **Safe Passage** (Within 8" of the Commodore's Vessel) – Re-roll one Treacherous Terrain Test for a Model in their fleet.
- **Fix it Lads** (Within 8" of the Commodore's Vessel) – Re-roll one Damage Repair Test for a Model in their fleet.
- **Stand Up and Be Counted** (Within 8" of the Commodore's Vessel) – Re-roll one die after a failed Disorder Test.

### Commodore Doctrines

#### "One Careful Owner"

The Black Wolf Fleet may include in their force list a single LARGE model chosen from any non-Russian Coalition OR non-Covenant of Antarctica Force List. This carefully purloined model is governed by the following rules:

- This Model may never count as part of the Core Force, or towards any minimum requirements in the Force in general.
- The Model retains any MARs, Munitions etc. that were part of its Profile, except those noted below.
- The Model changes its Crew Type to Elite.
- Any Support Aircraft Wings that are normally found accompanying the Model (using the Carrier or Squadron Support MARs) change to Black Wolf Fleet Support Aircraft Wings instead.
- Any other accompanying models are lost.
- The Model gains Strategic Value (50) Model Assigned Rule in addition to any other MARs. If the Model already has a Strategic Value, it increases the number listed in the brackets by +50!

#### "Dirty Deeds Done Cheap"

This Ability may be activated at any Time. Once per game, the Black Wolf Player may use ANY TAC, regardless of Value, to cancel an opposing TAC.

## THE BLACK WOLF'S BATTLE GROUPS

By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.

- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel and enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases, a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

### NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Death Bringer Submarine	2x Nemesis Battle Cruisers	4x Fury Frigates	6x Reaper Attack Submarines*	None
		2x Manticore Support Skimmer	4x Fury Frigates	6x Reaper Attack Submarines*	

\*Deployed by the Manticore Support Skimmers\*

**Free Tactical Action Card – Tally-Ho!**

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

### AERIAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Retribution Sky Fortress	None	3x Chimera Medium Airship	4x Wraith Small Airship	None	None

**Free Tactical Action Card – Tally-Ho!**

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

## THE BLACK WOLF'S SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

#### Brigante Squadron

The Squadron MUST contain:

1x Nemesis Battle Cruiser (Parent Model)

+ 1x Wraith Small Airship (Attached Model)

## BLACK WOLF NAVAL FORCES

Black Wolf		Death Bringer				Points	165	
Large Submarine					Crew Type – Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	15	13	-	-	6	8	6"	7
Fore Torpedoes (T)	-	12	11	10	AP	AA	CC	IR
-	-	-	-	-	9	5	7	6

**LARGE NAVAL CAPITAL DIVING MODEL**

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+2), Deep Diving, Re-Enforced Bulkheads, Sharp Turn, Strategic Value (50)

Options: The Model has an Internal Kinetic Generator for no additional points  
 The Model has the Devastating (Fore Guns) Munitions Type.  
 The Model has the High Payload (Torpedoes) Munitions Type.

Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc  
 The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc

Black Wolf		Manticore				Points	115	
Support Skimmer					Crew Type – Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	10	8	-	-	5	7	5"	6
Rocket Battery (T)	8	9	10	-	AP	AA	CC	IR
Main Turret (P)	13	11	-	-	7	6	4	4

**MEDIUM NAVAL CAPITAL SURFACE SKIMMING MODEL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 1

Model Assigned Rules: Ablative Armour (+1),  
 Combat Coordinator (BW, 8", Sustained Fire [Fore Guns, 1])  
 Combat Patrol, Squadron Support (BW, Reaper Attack Subs, 6),  
 Strategic Value (25)

Options: The Model has an Internal Kinetic Generator for no additional points  
 The Model has the Devastating (Fore Guns) Munitions Type.  
 This model may replace the Rocket Battery (T) for ONE of the following:

- A Main Turret (P) with Devastating (Main Turret) Munitions Type for +20 points
- An External Dilation Field (8") Generator for +5 points.

Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc  
 The ONE Rocket Battery (T) has a 360 degree Fire Arc  
 The ONE Main Turret (P) has a 270-degree Fore Fire Arc

Black Wolf				Nemesis			Points	120
Battle Cruiser				Crew Type – Elite				
RB	1	2	3	4	DR	CR	MV	HP
Main Turrets (P)	13	11	-	-	5	7	7"	6
P/S Broadships (S)	7	7	4	-	AP	AA	CC	IR
Rocket Battery (T)	8	9	10	-	7	5	5	4

**MEDIUM NAVAL CAPITAL MODEL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 1

**Model Assigned Rules:** Ablative Armour (+1), Combat Patrol, Strategic Value (25)  
**Options:** This Model has an Internal Kinetic Generator for no additional points  
 This Model has the Devastating (Main Turrets) Munitions Type  
 This Model may replace the Rocket Battery (T) for ONE of the Following:

- An External Dilation Field (8") Generator for an additional +5 points.
- An External Guardian (2, 8" Protective=1) Generator for an additional +10 points.

**Weaponry Arcs:** ONE Main Turret (P) has a 270-degree Fore Fire Arc  
 ONE Main Turret (P) has a 270-degree Aft Fire Arc  
 The ONE Rocket Battery (T) has a 360-degree Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc

Black Wolf Fleet				Fury			Points	25
Frigate				Crew Type – Reckless				
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	5	4	3	-	3	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	2	1

**SMALL NAVAL MODEL**

Minimum Move: 2"  
 Turning Template: Small  
 Turn Limit: 0"  
 Squadron Size: 2-4

**Model Assigned Rules:** Attachment (BW, Naval Medium, 3), Small Target  
**Options:** The Model has the Devastating (Fore Guns) Munitions Type.  
**Weaponry Arcs:** The Fore Guns (S) have a Fixed Channel Fore Fire Arc

Black Wolf Fleet				Reaper			Points	10
Attack Submarine					Crew Type – N/A			
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	4	-	-	-	3	-	11"	1
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	0	0	1	0

TINY NAVAL DIVING MODEL

Minimum Move: 0"  
 Turning Template: 360-degree  
 Turn Limit: 0"  
 Squadron Size: Squadron Support Only

Model Assigned Rules: Difficult Target, Elusive Target  
 Options: None  
 Weaponry Arcs: The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc

## BLACK WOLF AERIAL FORCES

Black Wolf Fleet				Retribution				Pts	170
Sky Fortress Airship					Crew Type – Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (S)	12	10	-	-	6	8	5"	8	
Rocket Battery (T)	8	9	10	-	AP	AA	CC	IR	
Bomb Bays (T)	10	-	-	-	8	7	7	7	

**MASSIVE CAPITAL AERIAL MODEL**

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 1

**Model Assigned Rules:** Ablative Armour (2), Carrier (6), Fuel Reserves, Strategic Value (50)  
**Options:** The Model has the Devastating (Fore Guns) Munitions Type.  
 The Model has an Internal Kinetic Generator for no additional points  
 The Model may replace a single Rocket Battery (T) for an External Dilation Field (8") Generator for an additional +5 points.

**Weaponry Arcs:** The Fore Guns (S) have a Fixed Channel Fore Fire Arc  
 The TWO Rocket Batteries have a 360-degree Fire Arc  
 The TWO Bomb Bays have a 2" Range and 360 degree Fire Arc

Black Wolf Fleet				Chimera				Points	80
Medium Airship					Crew Type – Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (S)	6	5	-	-	4	7	9"	5	
Rocket Battery (T)	6	7	8	-	AP	AA	CC	IR	
-	-	-	-	-	5	3	2	3	

**MEDIUM CAPITAL AERIAL MODEL**

Minimum Move: 2"  
 Turning Template: 45-degree  
 Turn Limit: 1"  
 Squadron Size: 2-3

**Model Assigned Rules:** Advanced Engines (+2"), Hunter (Aerial, Rockets, +1)  
**Options:** The Model has the Devastating (Fore Guns) Munitions Type.  
**Weaponry Arcs:** The Fore Guns (S) have a Fixed Channel Fore Fire Arc  
 The Rocket Battery has a 360-degree Fire Arc

Black Wolf Fleet				<b>Wraith</b>			Points	30
Airship					Crew Type – Elite			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	4	3	-	-	3	6	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

**SMALL AERIAL MODEL**

Minimum Move: 4"  
 Turning Template: 45-degree  
 Turn Limit: 0"  
 Squadron Size: 2-4

Model Assigned Rules: Small Target  
 Options: None  
 Weaponry Arcs: The Fore Turret (S) have a 270-degree Fore Fire Arc  
 The Aft Turret (S) have a 270-degree Aft Fire Arc

## **SUPPORT AIRCRAFT SQUADRON RULES**

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Acrobatic Pilots, Hunter (Aerial +1)	2	1
Dive Bomber	12"	3	1	Acrobatic Pilots Hunter (Surface +1)	2	1
Torpedo Bomber	14"	3	1	Hunter (Diving, +2)	2	1
Reconnaissance Plane	16"	0	2	Acrobatic Pilots Spotter (Regular)	2	1

Black Wolf Aces: The following Support Aircraft Squadrons in the Black Wolf Fleet Force may upgrade ONE of their Wings to be an Ace for +10 points: Fighters, Reconnaissance and Dive Bombers



# BLACK WOLF FORTIFICATIONS

## UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Black Wolf		Forward Landing Field				Points	115	
Universal Fortification					Crew Type - Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Quad Turret (S)	8	6	4	2	5	8	0"	6
					AP	AA	CC	IR
					7	5	2	8

## MASSIVE UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable.

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc  
 ONE Quad Turret (S) has a 270-degree Aft Fire Arc