

BLACK WOLF MERCENARIES



BLACK WOLF MERCENARY RAIDING PARTY

This Section occupies the Mercenary Section in the Platoon Structure. No more than one Black Wolf Raiding Section may be taken in a Platoon.

| | | | | |
|--|---|----------------------|-------------------|---------------|
| SECTION SIZE | 0-1 Officer and 4-9 Black Wolf Ratings All Models in a Section are Veteran . Veteran Ratings cost 40 Points per Model. | | | |
| COMMAND CAPABILITY & MODEL COST | An Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field. | | | |
| RANK | COMMAND POINTS | COMMAND RANGE | EXP. LEVEL | POINTS |
| Captain | 4 | 6" | Veteran | 100 |

| NAME | TYPE | MV | IR | LP | MAD | WEAPONS | MARS AND ABILITIES |
|------------|------------------|----|----|----|----------|-----------|--|
| Officer | Infantry Officer | 6" | 5 | 3 | 4 [BLUE] | PP-56 SMG | Gas Grenades, Run and Gun, Rapid Fire (1), Our Fearless Leader |
| Rating | Infantry | 6" | 4 | 1 | 3 [BLUE] | PP-56 SMG | Gas Grenades, Run and Gun, Rapid Fire (1) |
| Specialist | Infantry | 6" | 4 | 2 | 3 [BLUE] | PP-76 LMG | Gas Grenades, Run and Gun, Rapid Fire (1) |

| | |
|--------------------------|---|
| COMMAND ABILITIES | <p>In addition to the Standing Orders, Black Wolf Officers may issue the following Order to a Black Wolf Section only:</p> <p>Guerilla Tactics Command Point Cost = 2 Passes Required = 2 Issued in – Section's Movement Phase Order – If the Section makes a Hold your Ground or Advance move action this turn, they count as being in Hard Cover. This Order cannot be given to Sections that are not Black Wolf Mercenaries.</p> <p>Our Fearless Leader Effect – If the Black Wolf Officer is removed from play as a casualty, the Section immediately takes 1D3-1 Shaken Markers.</p> |
|--------------------------|---|

| COMMAND SECTION UPGRADE – LIMITS & COSTS | | | |
|--|--|---------|----------------------|
| SECTION | UPGRADE | Number | Additional Cost |
| Section Upgrades | Up to 2 Ratings may be upgraded to Specialists armed with a PP-76 LMG. | 0-2 | +10 Points per Model |
| Field Equipment | This Section may be upgraded to have Flashbangs. | Section | +2 Points per Model |
| | This Section may be upgraded to have Tank Mines. | Section | +3 Points per Model |

| NAME | RANGES | | RAD | | IAD | | MARs |
|-----------|--------|--------|----------|----------|----------|----|---------------------------|
| | ER | LR | ER | LR | ER | LR | |
| PP-56 SMG | 0-8" | 9-16" | 3 [BLUE] | 2 [BLUE] | 1 [BLUE] | - | CQB Weapon, Small Arm |
| PP-76 LMG | 1-16" | 17-24" | 4 [BLUE] | 3 [BLUE] | 1 [BLUE] | - | Small Arm, Spray and Pray |

DYSTOPIAN LEGIONS 2.0

ERRATA LIST

The following MAR was unfortunately left out of the Core 2.0 book:

FEARLESS

Models with the *Fearless* MAR do not take Morale Tests for any reason. If a Model with the *Fearless* MAR is part of a Section, all Models in the Section are considered to have this MAR!

Page 36 - Building Your TAC-Deck

The first sentence implies that players have access to **16** Generic TAC cards. However, players only currently have access to **12** Generic Cards, and a TAC-Deck must therefore be made up of these Card types first and then expanded with National and Character Cards.

NOTE: Over time new Generic, National and Character TACs will be released.