

This document contains Model statistics for the **Black Wolf**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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Version 1.0

BLACK WOLF



Fleet Quality = 3

BLACK WOLF MODEL ASSIGNED RULES

Sturginium Rounds

Via shadowy endorsements from the Covenant of Antarctica the Black Wolf Company has access to large amounts of advanced technology. One of their recent developments is Sturginium laced munitions that make a mockery of the most potent defences.

Models targeted by *Standard* and *Gunnery* Attacks made by Black Wolf Models use the Heavy Dice mechanic when resolving their Passive Defence roll.

BLACK WOLF BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Black Wolf player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

CORE BATTLE GROUP

Large Squadrons	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.

RECON BATTLE GROUP


Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<i>“We are ready to react at a moment’s notice.”</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.

MERCENARY NAVAL BATTLE GROUP


Large Squadrons	1 Deathbringer Submarine <i>(Lead Squadron)</i>
Medium Squadrons	1-2 Nemesis Batttlecruiser 0-1 Manticore Support Cruiser
Small Squadrons	1-2 Fury Frigate Squadrons
SPECIAL RULE	<i>“Guns for Hire”</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <ul style="list-style-type: none"> • Covenant of Antarctica • Empire of the Blazing Sun • Prussian Empire • Republique of France


MERCENARY AERIAL BATTLE GROUP	
Large Squadrons	I Retribution Sky Fortress (Lead Squadron)
Medium Squadrons	I Medium Flyer Squadron
Small Squadrons	I Small Flyer Squadron
SPECIAL RULE	<p style="text-align: center;"><i>"Guns for hire"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Covenant of Antarctica • Empire of the Blazing Sun • Prussian Empire • Republique of France


LARGE NAVAL MODELS

 DEATHBRINGER SUBMARINE						
Large Diving Naval Model						
PLAYTEST DOCUMENT				Points		165
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	7	9	6	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	17	10	-
<i>Standard Torpedoes</i>		F	<i>Punishing</i>	-	15	12
MARs	<i>Die Hard Crew, Elite Crew, Kinetic Generator</i>					
Special Rules	<p>Echo Generator: Attacks targeting this Model do not benefit from the Hunter MAR.</p> <p>Hated Foe: This vessel is worth an additional +4VPs if destroyed by a Russian Coalition element in addition to all other VP bonuses. When targeting Russian enemies, each Medium or Large Model destroyed by this vessel is worth +1VP in addition to all other VP bonuses.</p>					


MEDIUM NAVAL MODELS


 NEMESIS BATTLECRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	6	7	5	4	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	<i>Punishing</i>	10	8	-
<i>Standard Turret</i>		A/P/S	<i>Punishing</i>	10	8	-
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	7	7	-
MARs	<i>Cloud Generator, Die Hard Crew, Elite Crew, Kinetic Generator</i>					

 MANTICORE SUPPORT CRUISER						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		115
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	6	6	7	5	4	5
Weapon		Arc	MAR	PB	EF	LR
Standard Rocket Turret		360°	Punishing	8	12	-
Gunnery Fixed Weapon		F	Massed Fire, Punishing	12	8	-
MARs	Combat Deployment (Reaper Attack Submarines, 6), Die Hard Crew, Elite Crew, Kinetic Generator					


 CYCLOPS CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	5	4	3	2	3
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	Punishing	9	7	-
Standard Rocket Turret		360°	Punishing	5	7	-
MARs	Die Hard Crew, Kinetic Generator, Special Forces (1)					

SMALL NAVAL MODELS


 FURY FRIGATE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	Punishing	5	3	-
MARs	Die Hard Crew, Small Target					

		REAPER ATTACK SUBMARINE				
		Small Naval Diving Model				
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
11"	2	1	0	1	0	See below
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Torpedoes</i>		F	-	4	-	-
MARs	<i>Fearless, Independent Move, Small Target</i>					
Special Rules	<p>Combat Deployment - This model may only be fielded as part of the Combat Deployment MAR.</p> <p>Low-Value Resource - The opponent scores IVP for every TWO models destroyed.</p>					


LARGE AERIAL MODELS

 RETRIBUTION SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	8	8	8	7	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	12	10	-
<i>Standard Rockets</i>		360°	<i>Punishing</i>	12	16	-
<i>Standard Bombs</i>		360°	-	12	-	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs		<i>Carrier (2), Elite Crew, Kinetic Generator</i>				

MEDIUM AERIAL MODELS

 CHIMERA MEDIUM AIRSHIP						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	6	5	5	3	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	6	5	-
<i>Standard Rockets</i>		360°	<i>Hunter (Aerial)</i>	6	7	-
MARs		<i>Elite Crew</i>				

SMALL AERIAL MODELS

		WRAITH AIRSHIP				
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	5	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Massed Fired</i>	3	2	-
<i>Standard Turret</i>		<i>A/P/S</i>	<i>Massed Fire</i>	3	2	-
MARs	<i>Small Target</i>					