

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

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Version 1.0

POLISH LITHUANIAN COMMONWEALTH



Fleet Quality = 2

POLISH LITHUANIAN COMMONWEALTH MODEL ASSIGNED RULES

By Fire and Sword

Leaders in the fields of incendiaries and flame retardant materials, a preferred tactic of Polish Lithuanian commanders is to set enemy assets ablaze before dispatching waves of boarding Hussars. The sight of them striding through the flames has routed many a foe.

Polish Lithuanian Commonwealth Models launching a Boarding Assault against a target with one or more Disorder Makers on it gain the *Elite Crew* MAR.

POLISH LITHUANIAN COMMONWEALTH BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Polish Lithuanian Commonwealth 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.


ALLIANCE NAVAL BATTLE GROUP	
Large Squadrons	1 Dazbog Pocket Battleship (Lead Squadron)
Medium Squadrons	1 Podaga Cruiser Squadron 0-1 Marowit Gunship Squadron
Small Squadrons	1-2 Bagiennik Heavy Frigate Squadrons
SPECIAL RULE	<p><i>"We fight for the Grand Coalition!"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Federated States of America • Kingdom of Britannia • Russian Coalition

ALLIANCE AERIAL BATTLE GROUP	
Large Squadrons	1 Zamec Sky Fortress (Lead Squadron)
Medium Squadrons	1 Gryf Flame Airship Squadron
Small Squadrons	1 Szabla Interceptor Squadron
SPECIAL RULE	<p><i>"We fight for the Grand Coalition!"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Federated States of America • Kingdom of Britannia • Russian Coalition


ALLIANCE ARMoured BATTLE GROUP	
Large Squadrons	1 Rarog Land Ship (Lead Squadron)
Medium Squadrons	1-2 WZ6 Szpada Medium Tank Squadron 0-1 ZB2 Burza Bombard Squadron
Small Squadrons	1-2 LZ5 Rycerz Small Tank Squadrons
SPECIAL RULE	<p><i>"We fight for the Grand Coalition!"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Federated States of America • Kingdom of Britannia • Russian Coalition


LARGE NAVAL MODELS

 DAZBOG BATTLESHIP						
Large Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	7	7	5	4	6
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	8	6	-
<i>Incendiary Turret Battery</i>		F/P/S	<i>Lethal</i>	14	12	4
<i>Incendiary Turret</i>		A/P/S	<i>Lethal</i>	7	6	2
MARs		Security Posts (1)				


 TRIGLAV ASSAULT CARRIER						
Large Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		140
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	7	8	5	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	10	9	-
<i>Standard Bombard Battery</i>		360°	<i>Indirect Fire, Punishing</i>	-	12	8
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs		Carrier (2), Security Posts (1)				

MEDIUM NAVAL MODELS


 MAROWIT GUNSHIP						
Medium Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	5	4	3	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Turret Battery</i>		<i>F/P/S</i>	<i>Lethal</i>	9	7	-
<i>Gunnery Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	6	5	-
MARs	<i>Die Hard Crew, Security Posts (1)</i>					


 PODAGA CRUISER						
Medium Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	5	5	3	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	7	4	-
<i>Gunnery Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	6	5	-
MARs	-					


SMALL NAVAL MODELS

 BAGIENNIK HEAVY FRIGATE						
Small Multi-Purpose Model						
PLAYTEST DOCUMENT				Points		40
PLAYTEST DOCUMENT				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	5	3	2	2	0	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	-	3	-	-
<i>Standard Turret</i>		F/P/S	-	3	2	-
MARs	Small Target					


LARGE ARMoured MODELS


 GRUNWALD LAND DREADNOUGHT						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		225
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	9	9	9	4	4	15
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	-	7	7	-
<i>Gunnery Turret Battery</i>		F/P/S	<i>Massed Fire</i>	16	12	-
<i>Bombard Battery</i>		360°	<i>Indirect Fire</i>	-	13	7
<i>Incendiary Turret</i>		360°	<i>Flame, Massed Fire</i>	14	-	-
MARs	Combat Deployment (Lycerz LZ5, 3), Security Posts (2)					


 PERUN MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		170
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	9	7	4	4	10
Weapon		Arc	MAR	PB	EF	LR
Gunnery Fixed Weapon		F	<i>Massed Fire</i>	10	10	-
Incendiary Bombard Battery		360°	<i>Lethal, Indirect Fire</i>	-	12	8
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Combat Deployment (Assault Infantry, 2), Security Posts (1)</i>					

 RAROG LANDSHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		160
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	8	7	3	4	6
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	<i>Lethal</i>	8	7	-
Incendiary Turret		360°	<i>Flame, Massed Fire</i>	12	-	-
Gunnery Fixed Weapon		F	<i>Massed Fire</i>	9	8	-
Gunnery Broadside		P+S	<i>Massed Fire</i>	6	4	-
Gunnery Fixed Weapon		A	<i>Massed Fire</i>	6	4	-
MARs	<i>Combat Deployment (Line Infantry, 2), Security Posts (1)</i>					


MEDIUM ARMoured MODELS


 SWZ3 PALNIK FLAME TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		45
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Massed Fire</i>	7	-	-
MARs		<i>Independent Move</i>				


 WZ6 SZPADA TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery BroadSides</i>		P+S	<i>Massed Fire</i>	6	5	-
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Massed Fire</i>	5	-	-
MARs		<i>Independent Move</i>				


 ZB2 BURZA BOMBARD						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	4	2	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Bombard Battery</i>		F	<i>Lethal, Indirect Fire</i>	-	8	7
MARs		<i>Independent Move</i>				


SMALL ARMoured MODELS

 POLTAVA LIGHT TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	4	2	2	1	0	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	-	3	2	-
<i>Gunnery Turret</i>		360°	<i>Massed Fire</i>	5	4	-
MARs	<i>Independent Move, Small Target</i>					


 LZ5 RYCERZ SMALL TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	4	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	4	2	-
MARs	<i>Independent Move, Small Target</i>					

 LINE INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	2	6	5	3	0	0
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p>Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.</p> <p>Infantry: If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


 SUPPORT INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	2	6	3	2	0	0
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gun Battery</i>		F	<i>Massed Fire</i>	6	4	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p>Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.</p> <p>Infantry: If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


 ASSAULT INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	2	6	5	2	0	0
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR. Infantry: If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.					

LARGE AERIAL MODELS


 ZAMIEC SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	8	8	4	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Massed Fire</i>	13	-	-
<i>Standard Turret Battery</i>		F/P/A	<i>Lethal</i>	10	8	-
<i>Standard Turret Battery</i>		F/S/A	<i>Lethal</i>	10	8	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Security Posts (1)</i>					

MEDIUM AERIAL MODELS

	GRYF FLAME AIRSHIP						
Medium Aerial Model							
PLAYTEST DOCUMENT					Points		80
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
10"	5	5	6	3	3	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Incendiary Fixed Weapon</i>		F	<i>Flame, Massed Fire</i>	8	-	-	
MARs		-					

	GROM GUNNERY AIRSHIP						
Medium Aerial Model							
PLAYTEST DOCUMENT					Points		80
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
9"	5	5	4	2	3	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Gunnery Turret</i>		360°	<i>Massed Fire</i>	6	5	-	
<i>Incendiary Fixed Weapon</i>		F	<i>Lethal</i>	6	4	-	
MARs		-					
Special Rules	Concentrated Fire: If this Model targets the same model with both of its weapon systems the <i>Incendiary Fixed Weapon</i> gains the <i>Massed Fire</i> MAR.						

SMALL AERIAL MODELS

		SZABLA INTERCEPTOR				
Small Aerial Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	4	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>	4	3	-
MARs		<i>Small Target</i>				