

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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BLACK WOLF



Fleet Quality = 3

BLACK WOLF MODEL ASSIGNED RULES	
Sturgenium Rounds	<p><i>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 Sturgenium laced munitions that make a mockery of the most potent defences.</i></p> <p>Models targeted by <i>Standard</i> and <i>Gunnery</i> Attacks made by Black Wolf Models use the Heavy Dice mechanic when resolving their Passive Defence roll.</p>

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 Battlecruiser 0-1 Manticore Support Cruiser
Small Squadrons	1-2 Fury Frigate Squadrons
SPECIAL RULE	<p><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


MERCENARY AERIAL BATTLE GROUP	
Large Squadrons	1 Retribution Sky Fortress <i>(Lead Squadron)</i>
Medium Squadrons	1 Medium Flyer Squadron
Small Squadrons	1 Small Flyer Squadron
SPECIAL RULE	<p><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		125
				Squadron Size		1
				Move	DR	HP
7"	6	6	7	5	4	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	10	8	-
<i>Standard Turret</i>		<i>A/P/S</i>	<i>Punishing</i>	10	8	-
<i>Gunnery Broad­sides</i>		<i>P+S</i>	<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
5"	6	6	7	5	4	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Rocket Turret</i>		<i>360°</i>	<i>Punishing</i>	8	12	-
<i>Gunnery Fixed Weapon</i>		<i>F</i>	<i>Massed Fire, Punishing</i>	12	8	-
MARs	<i>Combat Deployment (Reaper Attack Submarines, 6), Die Hard Crew, Elite Crew, Kinetic Generator</i>					

SMALL NAVAL MODELS

	FURY FRIGATE					
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				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
<i>Standard Fixed Weapon</i>		F	<i>Punishing</i>	5	4	-
MARs	<i>Die Hard Crew, Small Target</i>					

	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 1VP for every TWO models destroyed.</p>					


LARGE AERIAL MODELS

RETRIBUTION SKY FORTRESS							
Large Aerial Model							
PLAYTEST DOCUMENT					Points		170
					Squadron Size		1
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		2-3
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		2-4
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>					