

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

### **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

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<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


<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<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


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


<b>MERCENARY AERIAL BATTLE GROUP</b>	
<b>Large Squadrons</b>	I Retribution Sky Fortress (Lead Squadron)
<b>Medium Squadrons</b>	I Medium Flyer Squadron
<b>Small Squadrons</b>	I Small Flyer Squadron
<b>SPECIAL RULE</b>	<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"> <li>• Covenant of Antarctica</li> <li>• Empire of the Blazing Sun</li> <li>• Prussian Empire</li> <li>• Republique of France</li> </ul>


# LARGE NAVAL MODELS

		<b>DEATHBRINGER SUBMARINE</b>				
Large Diving Naval Model						
PLAYTEST DOCUMENT				Points		165
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	7	7	9	6	4	9
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire, Punishing</i>	17	10	-
<i>Standard Torpedoes</i>		F	<i>Punishing</i>	-	15	12
<b>MARs</b>	<i>Die Hard Crew, Elite Crew, Kinetic Generator</i>					
<b>Special Rules</b>	<p><b>Echo Generator:</b> Attacks targeting this Model do not benefit from the Hunter MAR.</p> <p><b>Hated Foe:</b> 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

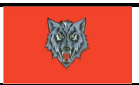
 <b>NEMESIS BATTLECRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		125
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	6	7	5	4	6
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	Punishing	10	8	-
Standard Turret		A/P/S	Punishing	10	8	-
Gunnery Broadside		P+S	Massed Fire	7	7	-
MARs	Cloud Generator, Die Hard Crew, Elite Crew Kinetic Generator					

 <b>MANTICORE SUPPORT CRUISER</b>						
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					


 <b>CYCLOPS CRUISER</b>						
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


	<b>FURY FRIGATE</b>					
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
Standard Fixed Weapon		F	Punishing	5	4	-
MARs	Die Hard Crew, Small Target					

	<b>REAPER ATTACK SUBMARINE</b>					
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
Standard Torpedoes		F	-	4	-	-
MARs	Fearless, Independent Move, Small Target					
Special Rules	<p><b>Combat Deployment</b> - This model may only be fielded as part of the Combat Deployment MAR.</p> <p><b>Low-Value Resource</b> - The opponent scores IVP for every TWO models destroyed.</p>					

## LARGE AERIAL MODELS


 <b>RETRIBUTION SKY FORTRESS</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		170
				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	-	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs		<i>Carrier (2), Elite Crew, Kinetic Generator</i>				

## MEDIUM AERIAL MODELS

 <b>CHIMERA MEDIUM AIRSHIP</b>						
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

		<b>WRAITH AIRSHIP</b>				
		Small Aerial Model				
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
14"	5	2	2	1	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<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	-
<b>MARs</b>	<i>Small Target</i>					