

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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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.

CHINESE FEDERATION BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Chinese Federation 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 <i>(Lead Squadron)</i>
Medium Squadrons	1 Podaga Cruiser Squadron 0-1 Marowit Gunship Squadron
Small Squadrons	1-2 Bagiennik Heavy Frigate Squadrons
SPECIAL RULE	<i>“We fight for the Grand Coalition!”</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <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>Disruption</i>	14	12	4
<i>Incendiary Turret</i>		A/P/S	<i>Disruption</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>Disruption</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>Disruption</i>	7	6	-
<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		35
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	5	3	2	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadsides		P+S	-	3	-	-
<i>Standard</i> Turret		F/P/S	-	3	2	-
MARs	<i>Small Target</i>					


LARGE ARMoured MODELS


 GRUNWALD LAND DREADNOUGHT						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		1
				Move	DR	HP
6"	8	9	9	4	4	15
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broad sides</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>Disruption, Massed Fire</i>	14	-	-
MARs		Combat Deployment (<i>Lycerz LZ5</i> , 3), Security Posts (2)				


 PERUN MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
				Move	DR	HP
6"	7	9	7	4	4	10
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	10	10	-
<i>Incendiary Bombard Battery</i>		360°	<i>Disruption, Indirect Fire</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), Combat Deployment (<i>Assault Infantry</i> , 2), Security Posts (1)				

		RAROG LANDSHIP				
Large Armoured Model						
PLAYTEST DOCUMENT				Points		160
				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
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Disruption</i>	8	7	-
<i>Incendiary Turret</i>		360°	<i>Disruption, Massed Fire</i>	12	-	-
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	9	8	-
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire</i>	6	4	-
<i>Gunnery Fixed Weapon</i>		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>Disruption, Massed Fire</i>	7	-	-
MARs		<i>Independent Move</i>				


 WZ6 SZPADA TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		45
				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 Broadside</i>		P+S	<i>Massed Fire</i>	6	5	-
<i>Incendiary Fixed Weapon</i>		F	<i>Disruption, 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>Disruption, 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
9"	4	2	2	1	0	2
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	-	3	3	-
Gunnery Turret		360°	Massed Fire	5	5	-
MARs		Independent Move, Small Target				


 LZ5 RYCERZ SMALL TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
				Move	DR	HP
12"	4	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
Gunnery Fixed Weapon		F	Massed Fire	4	2	-
MARs		Independent Move, Small Target				

 LINE INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
				Move	DR	HP
6"	2	6	5	3	0	0
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs		Independent Move, Small Target				
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					


						
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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.					


						
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.					

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>Disruption, Massed Fire</i>	13	-	-
<i>Standard Turret Battery</i>		F/P/A	<i>Disruption</i>	10	8	-
<i>Standard Turret Battery</i>		F/S/A	<i>Disruption</i>	10	8	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs		Carrier (2), Security Posts (1)				

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>Disruption, 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>Disruption</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>					