



THE ALLIANCE

ORDER OF BATTLE

This document is the Order of Battle for the Alliance, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult the ORBAT for their chosen Faction. This ORBAT allows a player to create a Force for the Alliance in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games. **Important:** For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

Each Alliance Force must include one or more Battlefleets. A Battlefleet is a group of Units that are always led by a Flagship. There are a number of Battlefleets available to the Alliance each with an array of units to choose from and some even with additional rules or benefits.



ALLIANCE SPECIAL RULES

Some Units in the Alliance have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them detailed in their Unit profiles in this ORBAT. The rules unique to the Alliance are listed here:

COORDINATED SUPPORT: This Model may add +3 to its Aerial and Submerged Defences if it is within 10" of one or more friendly Units with the Flagship trait.

DEFENSIVE PILOTS: Friendly SRS Tokens provide +2 ADV and +2 Action Dice to the Defending the Citadel Dice Pool of this Unit rather than the usual +1.

REINFORCED WATERLINE: Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule.



BATTLEFLEETS

A Battlefleet may only ever include one Unit with the Flagship trait unless the Battlefleet composition specifically states otherwise. Battlefleets in the Alliance have the following special rule:

COMMAND RE-ROLL: If this Battlefleet includes at least one Unit (in addition to the Flagship), the Player gains a Command Re-roll. Each Command Re-roll may be used once per game. It allows all the dice in the Player's Action Dice Pool (regardless of results) to be re-rolled. You may not re-roll part of the Action Dice Pool or another Player's Action Dice Pool using this rule, it must be all the dice and only in your own Dice Pool.

ALLIANCE BATTLEFLEET

This is the most flexible and commonly deployed Battlefleet found in the Alliance. The ability to mix surface, submersible and aerial units makes this an essential component of any Commodore's Force.

1 FLAGSHIP:

- A Unit with the **ALLIANCE** and **FLAGSHIP** Traits

UP TO FOUR OF THE FOLLOWING:

- A Unit with the **ALLIANCE** Trait

BONUS:

- Command Re-Roll





ALLIANCE OUTFITTING YARDS

ALLIANCE GENERATORS

Many Alliance Units may take Generators, either as Internal which are already incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Rather than those outlined on Pg 35 of the Rules, each Alliance Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on.

ATOMIC GENERATOR: Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. The Model adds +2 to its Speed Attribute. The Model suffers an additional Point of Damage whenever it receives a Reactor Leak Critical Damage Marker.

FURY GENERATOR: The Fury pattern RJ- 1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits. This Generator gives the Model +1 to its Speed Attribute and +3 to its Fray Attribute.

MAGNETIC GENERATOR: A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focussed to affect larger aircraft. Once per Activation this Model may target an enemy Aerial Model within 10". That Model receives a level of Disorder. Furthermore, any Hits or Heavy Hits by Enemy SRS Tokens against this model must be re-rolled. Exploding Hits are unaffected. This Generator has no effect on SRS (Special) Tokens.

LEVANT GENERATOR: This Generator was developed by the Alliance from advances made in Repulsion Field generation. A Model with this Generator is a Skimming Unit. If a Model with this Generator receives a Generator Shutdown Critical Damage Result it must be re-rolled. If this re-rolled result is a Generator Shutdown Critical Damage Result and the model is in contact with a terrain feature, it is immediately destroyed.

SOLEX GENERATOR: A Model with this Generator adds +1 to its Speed Attribute. Furthermore, this Generator gives the Sustained Quality to any Heat Lance or Heat Lancette weapons used by any Friendly Model within 5" of this Model.

REPULSION FIELD GENERATOR: Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world. This Model gains +2SDV. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features.

SHIELD GENERATOR: A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against each Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

SHROUD GENERATOR: These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight. A Model with this Generator is Obscured and can be ignored as the Initial Target by the Attacker.



ALLIANCE WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the model is Battle Ready. Values shown in red are used if the model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Broadside	6 (4)	4 (3)	-	Fusillade
	4 (2)	2 (1)	-	Fusillade
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	3 (2)	-	Gunnery
Heat Lance	8 (6)	7 (5)	5 (3)	Gunnery, Hazardous, Devastating
	7 (5)	5 (3)	3 (2)	Gunnery, Hazardous, Devastating
Heat Lancette	7 (5)	5 (3)	-	Gunnery, Hazardous, Devastating
	5 (3)	3 (2)	-	Gunnery, Hazardous, Devastating
Heavy Broadside	10 (7)	6 (3)	-	Fusillade
	6 (3)	4 (2)	-	Fusillade
Heavy Gun Battery	8 (4)	10 (5)	6 (3)	Gunnery
	5 (2)	6 (3)	4 (2)	Gunnery
Heavy Prow Ram	-	-	-	Ramming 12, Piercing
	-	-	-	Ramming 12, Piercing
Heavy Rocket Battery	10 (3)	10 (5)	10 (5)	Aerial
	6 (-)	6 (3)	6 (3)	Aerial
Light Broadside	5 (3)	4 (2)	-	Fusillade
	3 (2)	2 (1)	-	Fusillade
Prow Ram	-	-	-	Ramming 8, Piercing
	-	-	-	Ramming 8, Piercing
Rocket Battery	6 (2)	6 (3)	6 (3)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Torpedo Turret	5 (2)	5 (3)	5 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	3 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range



ALLIANCE FLAGSHIPS

ORIFLAMME BATTLECRUISER

215 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	12	6	5	13	6
Crippled	3	5	2	7	11	4	3	12	5

At the heart of the Alliance battleline can be found the Oriflamme Battlecruiser. Thoroughly modernised from the hulls of aging Prince de Joinville class Battleships, the Oriflamme are the pride of the Republique.

Unit Composition

- 1 Oriflamme Battlecruiser

Traits

- Alliance
- French
- Battlecruiser
- Oriflamme Class
- Flagship

Special Rules

- Defensive Pilots
- Reinforced Waterline
- Internal Sorex Generator
- Maritime Patrol

Weapons

- Heavy Gun Battery – F/P/S
- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P & S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

Options:

- The Unit may replace any Heavy Gun Battery weapon with one of the following weapons. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

Heavy Rocket Battery +3pts Heat Lance +10pts

- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion, Shield or Shroud Generator.

- Unit may take up to three of the following for the points cost indicated per Model. You may have either Escorts or Corvettes but not a mix of both.

Escort +5pts Corvette +10pts

INTERNAL SOLEX GENERATOR: A model with this Generator adds +1 to its Speed Attribute. Furthermore, this Generator gives the Sustained Quality to any Heat Lance or Heat Lancette weapons used by any Friendly Model within 5” of this Model.

MARITIME PATROL: Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one friendly SRS unit within 5”.



COURONNE FLEET CARRIER

240 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	12	6	5	11	6
Crippled	3	4	2	7	11	4	3	10	6

The Latin Alliance rely on their Malinois fighters to provide combat air patrols in support of their naval squadrons. It is a reckless French commander who does not call upon the services of a Couronne Fleet Carrier when available.

Unit Composition

- 1 Couronne Fleet Carrier

Traits

- Alliance
- French
- Fleet Carrier
- Couronne Class
- Flagship

Special Rules

- Combat Air Patrol
- Defensive Pilots
- Launch Catapults
- Reinforced Waterline
- SRS Capacity 8
(Reduce to 4 if Crippled)

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Broadside – P & S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

Options:

- The Unit may replace its Heavy Gun Battery weapon with one of the following weapons. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces.

Heavy Rocket Battery +3pts Heat Lance +10pts

- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion, Shield, Shroud or Solex Generator.

- Unit may take up to three of the following for the points cost indicated per Model. You may have either Escorts or Corvettes but not a mix of both.

Escort +5pts Corvette +10pts

COMBAT AIR PATROL: Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

LAUNCH CATAPULTS: SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 23” rather than the usual 20”.



MINERVA ASSAULT CARRIER

230 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	12	8	6	12	7
Crippled	3	4	2	7	11	5	4	11	6

The Minerva class provide Alliance forces with a combination of mobile repair facility and strike carrier. This type of vessel is invaluable as part of taskforces deployed to support Alliance interests in the Socialist Unity of South America and other far flung crisis points.

Unit Composition

- 1 Minerva Assault Carrier

Traits

- Alliance
- Italian
- Assault Carrier
- Minerva Class
- Flagship

Special Rules

- Advanced Repair Facilities (3)
- Combat Air Patrol
- Defensive Pilots
- Reinforced Waterline
- SRS Capacity 5
(Reduce to 3 if Crippled)

Weapons

- Rocket Battery – F/P
- Rocket Battery –A/P
- Broadside – P & S
- Torpedo Salvo - F

Options:

- The Unit may take up to three of the following for the points cost indicated per Model. You may have either Escorts or Corvettes but not a mix of both.

Escort +5pts Corvette +10pts

ADVANCED REPAIR FACILITIES (3): This Unit may add an additional three Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.

COMBAT AIR PATROL: Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

MARS HEAVY BATTLESHIP

265 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	14	8	6	14	7
Crippled	3	4	2	8	13	5	4	13	6

The Mars class heavy battleships are the pride of the League of Italian States. The Tetrarchy know the worth of these powerful vessels and not a single one weighs anchor unless they are convinced that it is Italy's needs and not the vainglories of Napoleon that are best served by doing so.

Unit Composition

- 1 Mars Heavy Battleship

Traits

- Alliance
- Italian
- Heavy Battleship
- Mars Class
- Flagship

Special Rules

- Advanced Repair Facilities (1)
- Defensive Pilots
- Reinforced Waterline

Weapons

- Heavy Prow Ram - F
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/A
- Heavy Gun Battery – F/S/A
- Heavy Broadside – P & S
- Torpedo Salvo - F

Options:

- The Unit may replace any Heavy Gun Battery weapon with one of the following weapons. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

Heavy Rocket Battery +3pts Heat Lance +10pts

- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion, Shield, Shroud or Solex Generator.

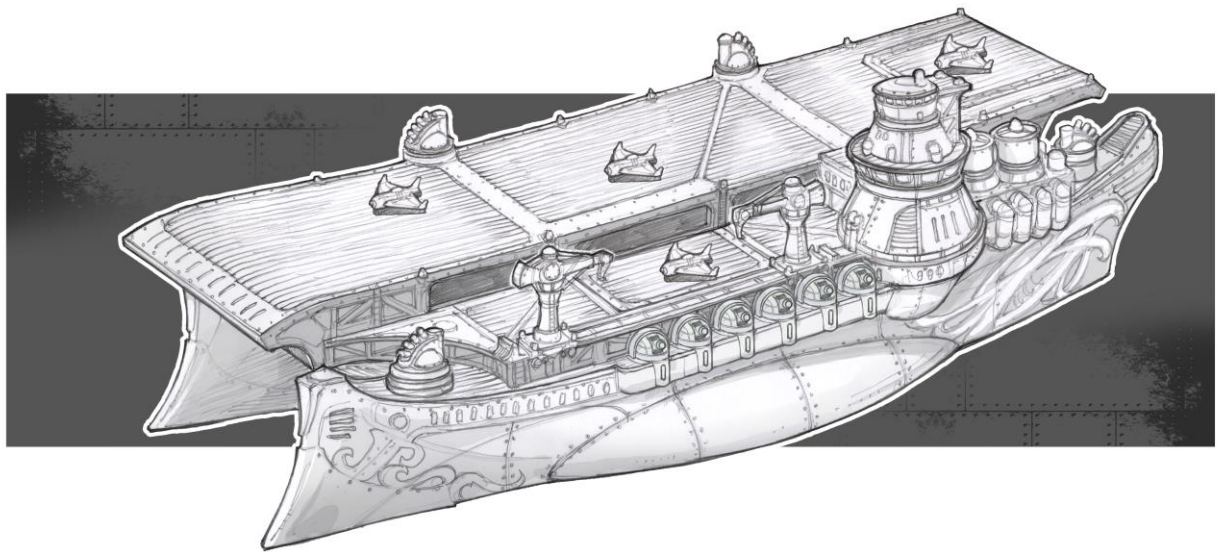
- The Unit may take up to three of the following for the points cost indicated per Model. You may have either Escorts or Corvettes but not a mix of both.

Escort +5pts Corvette +10pts

ADVANCED REPAIR FACILITIES (1): This Unit may add an additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.



THE ALLIANCE FLEET





ECUYERE FRIGATE

66 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	8	4	9	3	2	5	2

Multiple squadrons of these stalwart craft accompany Alliance Battlefleets. Ecuere can defend the flanks as well as grouping their attacks against key targets of opportunity.

Unit Composition

- 3 Ecuere Frigates

Traits

- Alliance
- French
- Frigate
- Ecuere Class

Special Rules

- Coordinated Support
- Defensive Pilots
- Reinforced Waterline
- Giant Slayer

Squadron:

This Unit may include up to five additional models at a cost of +22pts per Model.

Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S

GIANT SLAYER: Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

CHEVALIER CRUISER

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	10	3	3	7	4
Crippled	2	6	3	6	9	2	2	7	4

Able to launch screens of torpedoes in a wide range of fire arcs, as well as lay down heat lances or rocket batteries, when necessary, the Chevalier make for dependable frontline squadrons.

Unit Composition

- 1 Chevalier Cruiser

Traits

- Alliance
- French
- Cruiser
- Chevalier Class

Special Rules

- Coordinated Support
- Defensive Pilots
- Reinforced Waterline

Squadron:

This Unit may include up to two additional models at a cost of +100pts per Model.

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Turret – F/P/A
- Torpedo Turret – F/S/A

Options:

- The Unit may replace any Heavy Gun Battery weapon with one of the following weapons. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

Heavy Rocket Battery +3pts Heat Lance +10pts

- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion, Shield, Shroud or Solex Generator.



APPENDIX

CLASSIC DYSTOPIAN WARS MINIATURES

The following is the official 'Counts As' guide for players to make use of older and out of production Classic Dystopian Wars miniatures in games. These are official guidelines and so may be used for official tournaments, organised play and any other sanctioned events.

The models **MUST** be taken as indicated here. Any Unit upgrades listed must be taken and no other options are available to the Unit from the ORBAT. For example, a miniature for a Classic Marseille model may be included in your Force to represent a Chevalier Cruiser with a Levant Generator. However, it may not take any weapon upgrades or different Generators. That way, an opponent that encounters this Classic Model in games will know exactly what it represents without further explanation or note keeping.

Important: As the range of units for the Faction expands with new releases, this list will adapt to include other Classic Miniatures that are now able to Counts as one of these Units in the game. So, if there is a classic miniature in your collection that is not listed below, do not worry, it will be added as the range expands and it gains something it can 'count as'.

Classic Name	Counts As	Notes
Affondatore	Minerva	
Alma	Ecuyere	
Bayone	Escort	
Charlemagne	Oriflamme	
Cherbourg	Chevalier	
Chevalier	Ecuyere	
Cinquedea	Ecuyere	
Couronne	Couronne	
Dieppe	Chevalier	
Ecuyer	Chevalier	
Gascony Mk I	Oriflamme	
Gascony Mk II	Oriflamme	
Gladius	Chevalier	
La Rochelle	Oriflamme	Must take Levant Generator
Lyon	Ecuyere	
Magenta Mk I	Oriflamme	Must take Levant Generator
Magenta Mk II	Oriflamme	
Mars	Mars	
Marseille	Chevalier	Must take Levant Generator
Minerva	Oriflamme	
Pugio	Escort	
Requin	Corvette	
Royan	Chevalier	
Saint-Malo	Oriflamme	
Scutum	Corvette	
Spuntone	Chevalier	
Toulon	Chevalier	