



# 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

### 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.

## ALLIANCE WEAPON REFERENCE

These are the weapons 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 (3)	4 (2)	-	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 (5)	6 (3)	-	Fusillade
	6 (3)	4 (2)	-	Fusillade
Heavy Gun Battery	6 (3)	10 (5)	6 (3)	Gunnery
	4 (2)	6 (3)	4 (2)	Gunnery
Heavy Rocket Battery	10 (3)	10 (5)	10 (5)	Aerial
	5 (-)	5 (3)	5 (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
	3 (-)	3 (2)	3 (2)	Submerged, Torpedo



# ALLIANCE FLAGSHIPS

## ORIFLAMME BATTLECRUISER

200 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	3	6	11	6	5	13	5
Crippled	3	4	2	6	10	4	3	13	4

*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

### 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	Free	Heat Lance	+10pts
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- The Unit may replace a single Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Shield Generator	+8pts	Shroud Generator	+8pts

- 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	+10pts	Corvette	+15pts
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**COURONNE FLEET CARRIER**

**250 POINTS**

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

*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**

- Defensive Pilots
- Reinforced Waterline
- SRS Capacity 8  
(Reduce to 4 if Crippled)

**Weapons**

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

**Options:**

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

Heat Lance      +10pts

- The Unit may replace a single Heavy Rocket Battery weapon with one of the following Generators.

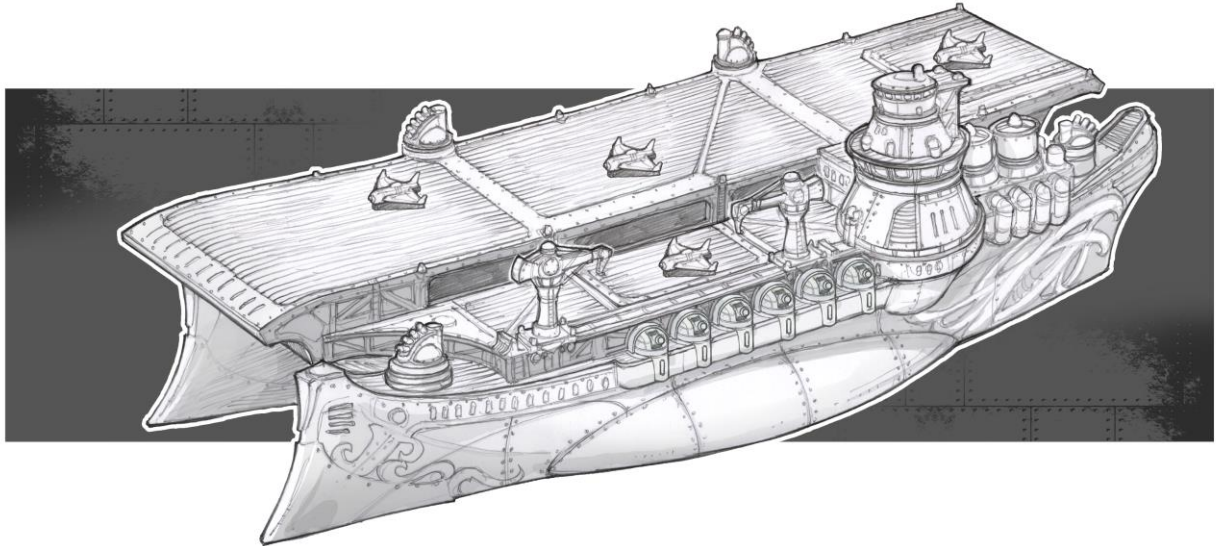
Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Shield Generator	+8pts	Shroud Generator	+8pts

- 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                              +10pts                              Corvette                              +15pts



# THE ALLIANCE FLEET





**ECUYERE FRIGATE**

**63 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	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

**Weapons**

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

**Squadron:**

- This Unit may include up to three additional models at a cost of +21pts per Model.

**Giant Slayer**

Each Model in the Unit gains +1 to its Attack Action Dice Pools and may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

**CHEVALIER CRUISER**

**105 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	5	10	3	3	7	3
Crippled	2	7	3	5	9	2	2	7	3

*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

**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. If one Model replaces a weapon, then all Models in the Unit must replace the Heavy Gun Battery with the same weapon. The points cost indicated is per weapon per model.

Heavy Rocket Battery	Free	Heat Lance	+10pts
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- The Unit may replace a single Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Shield Generator	+8pts	Shroud Generator	+8pts

**Squadron:**

- This Unit may include up to two additional models at a cost of +105pts per Model.



## 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 Repulsion 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.

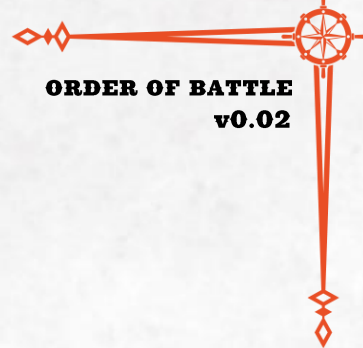
**Important:** As the range of units for the Faction expands with new releases, this list will adapt to include other Classic Miniatures that are now able to Counts as one of these Units in the game. So, if there is a classic miniature in your collection that is not listed below, do not worry, it will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

Classic Name	Counts As	Notes
Affondatore	Couronne	
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 Repulsion Generator
Lyon	Ecuyere	
Magenta Mk I	Oriflamme	Must take Repulsion Generator
Magenta Mk II	Oriflamme	
Mars	Oriflamme	
Marseille	Chevalier	Must take Repulsion Generator
Minerva	Oriflamme	
Pugio	Escort	
Requin	Corvette	
Royan	Chevalier	
Saint-Malo	Oriflamme	
Scutum	Corvette	
Spuntone	Chevalier	
Toulon	Chevalier	





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