



# THE LATIN 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 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.

### 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 common to the Alliance are listed here:

**COORDINATED SUPPORT:** This Model may add +2 to its Defence Action Dice Pool if it is within 10" of one or more other friendly Battle-Ready Models with the Flagship trait.

**FOR VALOUR!:** After this Unit uses a Valour effect (or has one cancelled by rules such as Fortunes of War), roll an Action Die. On an Exploding Hit, do not discard the card and instead return it to your hand. You cannot use this rule for Valour effects that do not directly involve this Unit. You may only roll once per card.

**HEAVY FIREPOWER:** Once per Activation, this Unit may make the following Valour Effect. When this Unit makes an Attack, up to three weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. They still only have a single Lead weapon for Disorder purposes etc.

**MALINOIS STRIKE FIGHTERS:** SRS Tokens launched by Units with this rule may Scramble up to 10". Attack Runs by SRS Tokens from Units with this rule have the Hazardous and Piercing Qualities. This rule does not apply to Frelon Levant Bomber SRS Tokens.

**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. Attacks with the Piercing Quality ignore this rule.





# BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:

- You cannot include more than one of any specific Unit.
- You cannot include more than one Unit with the Flagship trait.
- In addition to the Flagship, you cannot include more than one Unit with the Aerial Unit Position Trait.
- In addition to the Flagship, you cannot include more than one Unit with the Submerged Unit Position Trait.
- Any Units forming Attached Units must come from the same Battlefleet.

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

**COMMAND OVERRIDE:** If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

## 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.*

### COMPOSITION:

- You **MUST** include One Flagship Unit with the **ALLIANCE** Trait.
- You **MAY** include up to a further Four Units with the **ALLIANCE** Trait.

### BONUS:

- None



## FRENCH BATTLEFLEET

*Led by grand battlecruisers or other majestic vessels, these ships are the pride of the French navy and the lynchpin around which is built a formidable fleet to achieve Napoleon's global ambitions.*

### COMPOSITION:

- You **MUST** include One Unit with the **FRENCH, FLAGSHIP** and **SURFACE UNIT** Traits.
- You **MUST** include a Chevalier Unit.
- You **MAY** include up to a further Three Units with the **FRENCH** Traits.
- You may **NOT** include more than one **SKIMMING UNIT**.

### BONUS:

- Command Override

## LEVANT BATTLEFLEET

*Utilising powerful Levant generators, this Battlefleet is designed to demonstrate that their enemies cannot win against an elevated position.*

### COMPOSITION:

- You **MUST** include One Unit with the **FRENCH, FLAGSHIP** and **SKIMMING UNIT** Traits.
- You **MUST** include a Unit with both the **FRENCH** and **SKIMMING UNIT** Traits
- You **MAY** include up to a further Three Units with both the **FRENCH** and **SKIMMING UNIT** Traits.
- You **MAY** include a single Unit with both the **FRENCH** and **SUBMERGED UNIT** Traits

### BONUS:

- You may include up to three of the same Unit with the Skimming Unit Positional Trait.

**MARS BATTLEFLEET**

*The Italians are rightly proud of their seafaring traditions. Favouring direct assaults from their powerful warships.*

**COMPOSITION:**

- You **MUST** include One Unit with the **ITALIAN** and **FLAGSHIP** Traits.
- You **MUST** include a Gladius Unit.

**BONUS:**

- Command Override
- You **MAY** include up to a further Three Units with the **ITALIAN** Trait.

**SUSA BATTLEFLEET**

*With a shared hatred of their northern oppressors, the Socialist Unity of South America has assembled battlefleets from various reconditioned vessels.*

**COMPOSITION:**

- You **MUST** include One Unit with the **SUSA** and **FLAGSHIP** Traits.
- You **MUST** include a Unit with the **SUSA** Trait.

**BONUS:**

- You may have up to three of the same Unit with the **SUSA** Trait.
- You **MAY** include up to a further Three Units with the **ALLIANCE** and **SURFACE UNIT** Traits. If they do not have the **Rebel Yell** rule, then they gain it and the **Conscripted Crew** rule as detailed on the **Columbia Heavy Battleship**.

**MERCENARY BATTLEFLEETS**

*The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle. A single Battlegroup in the Force may be taken from the Mercenary Battlefleets found in many of the Faction ORBATs. You must take a different Battlefleet from this ORBAT before you take a Mercenary Battlefleet. Each Mercenary Battlefleet can be taken multiple times by the Faction that it is detailed in. For example, the Commonwealth may take multiple Black Wolf Battlefleets (though Unique Units will place other limits to this number), but the Crown or Alliance could only include one Black Wolf Battlefleet provided they also had another Battlefleet chosen from their ORBAT.*

**Black Wolf** (See Commonwealth ORBAT)

**Honourable Eclipse Company** (See Union ORBAT)

**Scions of Jutland** (TBA - Imperium ORBAT)

**League of Crimson** (See Sultanate ORBAT)

**Nautilus** (See Crown ORBAT)







## ALLIANCE OUTFITTING YARDS

**ROSTRATUM NAVAL BALLISTA:** *Huge explosive tipped steel bolts are launched by powerful electro-magnetic rails causing massive damage and disruption to their targets* Resolve the Attack as normal. If the Initial Target suffers one or more points of damage, then the Unit making the Attack may make a Valour Effect against the Initial Target. As a Valour Effect, the Initial Target receives a Level of Disorder and may be turned to any facing of the Attacker's choosing.

### ALLIANCE GENERATORS

Many Alliance Units may take Generators, 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. 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. **IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator.

**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 suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

**FURY GENERATOR:** *The Fury pattern Rf-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 +4 to its Fray Attribute.

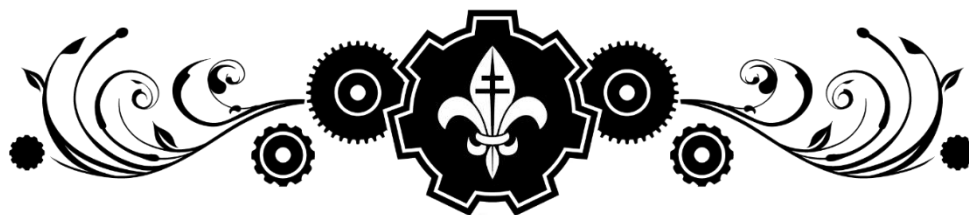
**MAGNETIC GENERATOR:** *A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focused to affect larger aircraft. Once per Activation this Model may target an enemy Aerial Unit within 10". The closest Model in that Unit receives a level of Disorder.* Furthermore, any Hits and Heavy Hits by Enemy SRS against this model must be re-rolled. Exploding Hits are unaffected.

**REPULSION FIELD GENERATOR:** *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +3SDV. 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 a number of Action Dice equal to the Mass Attribute of this Unit from each Attack against it (to a Maximum of 3). The Shield Generator cannot be used against Assaults or 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.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults and Attack Runs ignore Shroud Generators.

**SOLEX GENERATOR:** This Generator gives the Sustained Quality to any Heat Lance, Heat Lancette or Thermal Bombs weapons used by this Model. As a Valour Effect, this Generator may be used in the Shooting Phase with a 360-degree Line of Sight to make an Attack against an Initial Target using the Heat Lancette weapon profile.





## 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                             |
|--------------------------|-------------|---------|--------|-------------------------------------|
| Aerial Torpedo Salvo     | 6 (2)       | 6 (5)   | 5 (4)  | Aerial, Torpedo, High Velocity      |
|                          | 5 (-)       | 5 (3)   | 4 (3)  | Aerial, Torpedo, High Velocity      |
| Broadside                | 6 (3)       | 3 (2)   | -      | Fusillade, Broadside                |
|                          | 4 (2)       | 2 (1)   | -      | Fusillade, Broadside                |
| Flak Broadside           | 5 (3)       | 4 (2)   | -      | Broadside, Sustained (Aerial Units) |
|                          | 4 (2)       | 3 (1)   | -      | Broadside, Sustained (Aerial Units) |
| Gun Battery              | 3 (1)       | 5 (2)   | -      | Gunnery                             |
|                          | 2 (1)       | 4 (1)   | -      | Gunnery                             |
| Heat Lance               | 9 (6)       | 7 (5)   | 5 (3)  | Gunnery, Hazardous, Devastating     |
|                          | 7 (5)       | 5 (3)   | 3 (2)  | Gunnery, Hazardous, Devastating     |
| Heat Lancette            | 7 (4)       | 5 (3)   | -      | Gunnery, Hazardous, Devastating     |
|                          | 5 (3)       | 3 (2)   | -      | Gunnery, Hazardous, Devastating     |
| Heavy Broadside          | 10 (5)      | 6 (3)   | -      | Fusillade, Broadside                |
|                          | 6 (3)       | 4 (2)   | -      | Fusillade, Broadside                |
| Heavy Flak Broadside     | 10 (6)      | 8 (4)   | -      | Broadside, Sustained (Aerial Units) |
|                          | 7 (4)       | 5 (3)   | -      | Broadside, Sustained (Aerial Units) |
| Heavy Gun Battery        | 6 (3)       | 9 (4)   | 6 (3)  | Gunnery                             |
|                          | 4 (1)       | 6 (3)   | 4 (1)  | Gunnery                             |
| Heavy Magnetic Bombard   | -           | 8 (4)   | 9 (5)  | Aerial, Magnetic, Extreme Range     |
|                          | -           | 4 (2)   | 7 (4)  | Aerial, Magnetic, Extreme Range     |
| Heavy Prow Ram           | -           | -       | -      | Ramming 10, Piercing                |
|                          | -           | -       | -      | Ramming 10, Piercing                |
| Heavy Rocket Battery     | 9 (2)       | 9 (4)   | 9 (4)  | Aerial                              |
|                          | 6 (-)       | 6 (2)   | 6 (2)  | Aerial                              |
| Heavy Rolling Broadside  | 6 (5)       | 3 (3)   | -      | Fusillade, Broadside, Sustained     |
|                          | 4 (4)       | 2 (2)   | -      | Fusillade, Broadside, Sustained     |
| Heavy Torpedo Salvo      | 12 (4)      | 12 (7)  | 11 (6) | Submerged, Torpedo, Extreme Range   |
|                          | 8 (-)       | 8 (5)   | 7 (5)  | Submerged, Torpedo, Extreme Range   |
| Light Broadside          | 4 (3)       | -       | -      | Fusillade                           |
|                          | 3 (2)       | -       | -      | Fusillade                           |
| Magnetic Bombard         | -           | 5 (3)   | 6 (4)  | Aerial, Magnetic, Extreme Range     |
|                          | -           | 3 (2)   | 5 (3)  | Aerial, Magnetic, Extreme Range     |
| Rostratum Naval Ballista | -           | 12 (6)  | 12 (6) | Gunnery, Piercing, Magnetic         |
|                          | -           | 8 (5)   | 8 (5)  | Gunnery, Piercing, Magnetic         |
| Picket Broadside         | 3 (2)       | -       | -      | Fusillade, Broadside, Sustained     |
|                          | -           | -       | -      | -                                   |
| Prow Ram                 | -           | -       | -      | Ramming 6, Piercing                 |
|                          | -           | -       | -      | Ramming 6, Piercing                 |
| Rocket Battery           | 5 (1)       | 5 (2)   | 5 (2)  | Aerial                              |
|                          | 4 (-)       | 4 (1)   | 4 (1)  | Aerial                              |
| Rolling Broadside        | 4 (3)       | -       | -      | Fusillade, Broadside, Sustained     |
|                          | 3 (3)       | -       | -      | Fusillade, Broadside, Sustained     |
| Thermal Cluster Bombs    | 9 (-)       | -       | -      | Torrent, Hazardous, Bomb            |
|                          | 9 (-)       | -       | -      | Torrent, Hazardous, Bomb            |
| 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

## COLUMBIA HEAVY BATTLESHIP

275 POINTS

|              | M | S | T | A | C  | ADV | SDV | F  | H  |
|--------------|---|---|---|---|----|-----|-----|----|----|
| Battle Ready | 3 | 4 | 3 | 8 | 17 | 6   | 5   | 14 | 10 |
| Crippled     | 3 | 3 | 2 | 8 | 17 | 5   | 4   | 13 | 4  |

*The Colombia class was the most powerful vessel in the Confederate navy during the Ore War. In the aftermath many of these vessels escaped southwards and joined SUSAs to continue the fight against the Union's oppression.*

### Unit Composition

- 1 Columbia Heavy Battleship

### Traits

- Alliance
- SUSAs
- Surface Unit
- Heavy Battleship
- Colombia Class
- Paddlewheel
- Flagship

### Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Heavy Firepower
- Rebel Yell
- Tactical Cavitation

### Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Rocket Battery – F/P/S
- Heavy Broadside – P & S
- Broadside – P & S

- Rocket Battery – A/P/S
- Heavy Gun Battery – A/P/S

### Options:

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

**REBEL YELL:** Crippled Models with this rule still use the Battle Ready value of their weapons. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition. The Unit ignores the Conscripted Crew rule when making or defending an Assault against a Unit with the Union Trait.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.





## MAGENTA LEVANT BATTLECRUISER

239 POINTS

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

*Named after the Alliance victory against the Imperium in 1859, the Magenta class is the pride of Napoleon's Levant fleet. These powerful battlecruisers are capable of hovering a hundred meters or more above the sea bringing their powerful heat lances or other weapons to bear.*

## Unit Composition

- 1 Magenta Levant Battlecruiser

## Traits

- Alliance
- French
- Skimming Unit
- Levant Battlecruiser
- Magenta Class
- Flagship

## Special Rules

- Agile
- Coordinated Support
- **For Valour!**
- **Heavy Firepower**

## Weapons

- Gun Battery – F/P/S
- Heat Lance – F/P/S
- Heat Lance – A/P/S
- Heavy Rolling Broadside – P & S
- Gun Battery – F/P/A
- Gun Battery – F/S/A

## Options:

- This Unit may replace any Gun Battery with a Torpedo Turret for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Unit may replace any Heat Lance weapon with a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces.
- This Model may alter their cost by -20 points and replace a single Heat Lance weapon with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit **where not all Models have this rule.**





## MARS HEAVY BATTLESHIP

270 POINTS

|              | M | S | T | A | C  | ADV | SDV | F  | H |
|--------------|---|---|---|---|----|-----|-----|----|---|
| Battle Ready | 3 | 5 | 3 | 8 | 16 | 7   | 6   | 13 | 9 |
| Crippled     | 3 | 4 | 2 | 8 | 14 | 5   | 4   | 12 | 4 |

*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
- Surface Unit
- Heavy Battleship
- Mars Class
- Flagship

## Special Rules

- Advanced Repair Facilities (1)
- Coordinated Support
- For Valour!
- Hammer Sweep
- Heavy Firepower

## 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
- Heavy Torpedo Salvo - F

## Options:

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.
- The Unit may take up to three Escort Tokens for +8pts each.

**ADVANCED REPAIR FACILITIES (1):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**HAMMER SWEEP:** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.







## MINERVA ASSAULT CARRIER

255 POINTS

|              | M | S | T | A | C  | ADV | SDV | F  | H |
|--------------|---|---|---|---|----|-----|-----|----|---|
| Battle Ready | 3 | 5 | 3 | 7 | 14 | 8   | 6   | 12 | 9 |
| Crippled     | 3 | 4 | 2 | 7 | 12 | 5   | 4   | 11 | 4 |

*The Minerva class provide Italian 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
- Surface Unit
- Assault Carrier
- Minerva Class
- Flagship

## Special Rules

- Advanced Repair Facilities (3)
- Combat Air Patrol
- Coordinated Support
- For Valour!
- Heavy Firepower
- Malinois Strike Fighters
- SRS Mine Clearance
- SRS Recon Flight
- SRS Capacity 8/4

## Weapons

- Rocket Battery – F/P
- Rocket Battery – 360
- Rocket Battery – 360
- Heavy Broadside – P & S
- Torpedo Salvo - F

## Options:

- The Unit may take up to four Escort Tokens for +8pts each.

**ADVANCED REPAIR FACILITIES (3):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**COMBAT AIR PATROL:** Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.





## ORIFLAMME GRAND BATTLECRUISER

235 POINTS

|              | M | S | T | A | C  | ADV | SDV | F  | H |
|--------------|---|---|---|---|----|-----|-----|----|---|
| Battle Ready | 3 | 6 | 3 | 7 | 14 | 6   | 5   | 13 | 7 |
| Crippled     | 3 | 5 | 2 | 7 | 13 | 4   | 3   | 12 | 4 |

*At the heart of the Alliance battleline can be found the Oriflamme Grand 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 Grand Battlecruiser

## Traits

- Alliance
- French
- Surface Unit
- Grand Battlecruiser
- Oriflamme Class
- Flagship

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- For Valour!
- Heavy Firepower
- Maritime Patrol
- Reinforced Waterline

## Weapons

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

## Options:

- The Unit may replace its Heat Lance for a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arc of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.
- The Unit may take up to three Escort Tokens for +8pts each.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**MARITIME PATROL:** Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.







## SAINT-MICHEL LEVANT BATTLE CARRIER

258 POINTS

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

*An ardent patron of the sciences, President Louis-Napoleon Bonaparte provided a safe haven for the scientists and researchers, the fortress laboratory of Mont Saint-Michel. It was here that the Levant Generator was invented, and this class was named in its honour. These Levant Battle Carriers have proven worthy of such a name, directing war from on high.*

## Unit Composition

- 1 Saint-Michel  
Levant Battle Carrier

## Traits

- Alliance
- French
- Skimming Unit
- Levant Battle Carrier
- Saint-Michel Class
- Flagship

## Special Rules

- Agile
- Combat Air Patrol
- Coordinated Support
- For Valour!
- Fortunes of War
- Heavy Firepower
- Levant Surge
- Malinois Strike Fighters
- SRS Capacity 6/4
- SRS Mine Clearance
- SRS Recon Flight

## Weapons

- Heat Lance – A/P/S
- Heat Lancette – F/P/A
- Heat Lancette – F/S/A

## Options:

- Any Model in the Unit may replace any Heat Lancette for a Gun Battery or a Torpedo Turret for free. The replacement weapon retains the Fire Arc of the weapon it replaces.
- This Unit may replace any Heat Lance weapon with a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arc of the weapon it replaces.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**COMBAT AIR PATROL:** Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

**FORTUNES OF WAR:** You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.





## VAUBAN LEVANT SKY-FORTRESS

376 POINTS

|              | M | S | T | A | C  | ADV | SDV | F  | H |
|--------------|---|---|---|---|----|-----|-----|----|---|
| Battle Ready | 4 | 4 | 4 | 7 | 13 | 5   | 6   | 10 | 9 |
| Crippled     | 4 | 3 | 3 | 6 | 12 | 4   | 5   | 9  | 9 |

*The largest and the oldest of the early generation levant vessels still in service to the Republique, photojournalists at the time of her launch captured the Vauban in the imagination of the French people. An indelible image is left of an engineering marvel hanging majestically in the sky sending waves of her heroic fighters and bomber to victory.*

## Unit Composition

- 1 Vauban Levant Sky-Fortress

## Traits

- Alliance
- French
- Skimming Unit
- Levant Sky-Fortress
- Vauban Class
- Flagship

## Special Rules

- Combat Air Patrol
- Coordinated Support
- For Valour!
- Fortunes of War
- Frelon Bombers 4/2
- Heavy Firepower
- Levant Surge
- Lumbering
- Malinois Strike Fighters
- SRS Capacity 4/3
- SRS Mine Clearance
- SRS Recon Flight

## Weapons

- Heat Lance – F/P/S
- Heat Lance – F/P/S
- Thermal Cluster Bombs - A
- Thermal Cluster Bombs - A

- Rocket Battery – F/P/S

- Rocket Battery – F/P/S

- Rocket Battery – A/P/S

- Rocket Battery – A/P/S

## Options:

- This Unit may replace any Heat Lance weapon with a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arc of the weapon it replaces.

**COMBAT AIR PATROL:** Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

**FORTUNES OF WAR:** You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

**FRELON BOMBERS (4/2):** The Frelon Bombers Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Frelon Bombers are SRS Tokens that are launched with a range of 30" and contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Frelon Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Frelon Bomber has the Sustained, Bomb and Hazardous Qualities. If the number of Frelon Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Frelon Bombers cannot make an SRS Recon Flight or SRS Mine Clearance but may use the Combat Air Patrol rule. Frelon Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.

**LUMBERING:** All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage. The Unit does not suffer Disorder from Collisions.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.



## VIRGINIA CLASS ASSAULT BATTLESHIP

280 POINTS

|              | M | S | T | A | C  | ADV | SDV | F  | H  |
|--------------|---|---|---|---|----|-----|-----|----|----|
| Battle Ready | 3 | 4 | 3 | 8 | 17 | 6   | 5   | 14 | 10 |
| Crippled     | 3 | 3 | 2 | 8 | 17 | 5   | 4   | 13 | 4  |

*The navy of the Socialist Unity of South America is proud that several Confederate captains with their mighty Virginia class Assault Battleships joined their cause at the end of the Ore War. Now these stalwart warships sail to battle once again, launching Talon multi-mission Autogyro teams in daring assaults against the northern oppressors.*

## Unit Composition

- 1 Virginia Class Assault Battleship

## Traits

- Alliance
- SUSAR
- Surface Unit
- Assault Battleship
- Virginia Class
- Paddlewheel
- Flagship

## Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Heavy Firepower
- Rebel Yell
- Tactical Cavitation
- Terminator Assault

## Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Rocket Battery – F/P/S
- Rocket Battery – F/P/S
- Heavy Broadside – P & S
- Broadside – P & S

## Options:

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

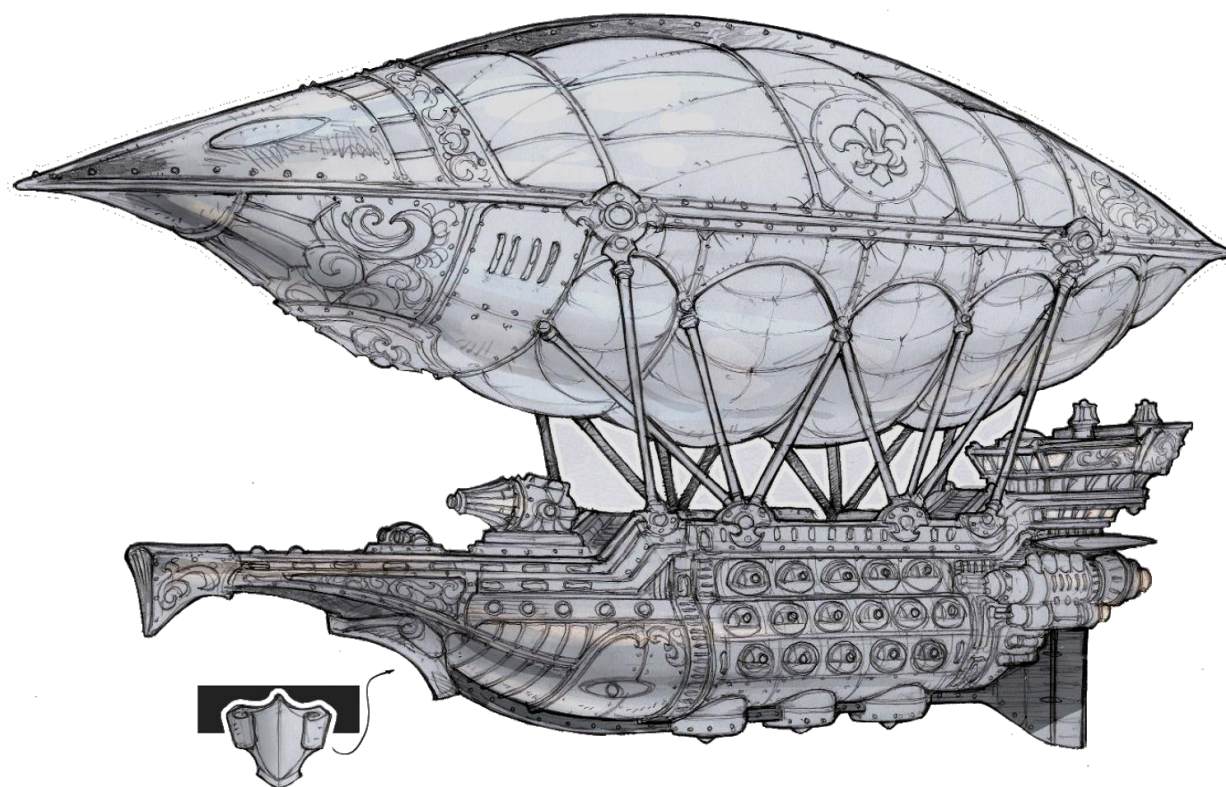
**REBEL YELL:** Crippled Models with this rule still use the Battle Ready value of their weapons. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition. The Unit ignores the Conscripted Crew rule when making or defending an Assault against a Unit with the Union Trait.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.

**TERMINATOR ASSAULT:** This is a Special Operations Action that may be made by this Unit. All Models in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. These Tokens each contribute 5 Action Dice to an Assault made during this Unit's Activation. The Talon Autogyros count as the Assaulting Model, and they ignore Counter Assaults. They ignore this Unit's Conscripted Crew rule. Friendly SRS placed in contact with Initial Target may support the Autogyro Token Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.



## THE ALLIANCE FLEET







## ALMA LEVANT SUPPORT CRUISER

112 POINTS

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

*Though the engineering in her superstructure requires lengthy drydock maintenance between tours of duty, the Alma class support cruiser still serves an invaluable role in the Alliance fleet. Commonly attached to levant flagships, these vessels provide much needed firepower and close support.*

## Unit Composition

- 1 Alma Levant Support Cruiser

## Traits

- Alliance
- French
- Skimming Unit
- Levant Support Cruiser
- Alma Class

## Special Rules

- Advanced Repair Facilities (2)
- Attached Unit
- Coordinated Support
- For Valour!
- Levant Surge
- Heavy Escort
- Mine Layer

**Squadron:** Unless taken as an Attached Unit, this Unit may include up to two additional models at a cost of +112pts per Model.

## Weapons

- Heavy Rocket Battery – F/P/S
- Rocket Battery – A/P/S

## Options:

- Any Model in the Unit may replace its Heavy Rocket Battery weapon with a Heavy Gun Battery or Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

**ADVANCED REPAIR FACILITIES (2):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**ATTACHED UNIT (FRENCH, FLAGSHIP, SKIMMING UNIT):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit [where not all Models have this rule](#).

**MINE LAYER:** [Before Submerged Unit](#) Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.



## AUXILIA FAST CRUISER

92 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 2 | 9 | 4 | 6 | 13 | 3   | 3   | 6 | 4 |
| Crippled     | 2 | 7 | 3 | 6 | 11 | 2   | 2   | 4 | 3 |

Powerful Isotta Fraschini engines enable the Auxilia to reach enviable top speeds. Built along with many of the Italian fleet in the Castellammare di Stabia, the Auxilia class are found in large numbers throughout the Alliance.

## Unit Composition

- 1 Auxilia Fast Cruiser

## Traits

- Alliance
- Italian
- Surface Unit
- Fast Cruiser
- Auxilia Class

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- For Valour!
- Linear Dash
- Vanguard

**Squadron:** This Unit may include up to two additional models at a cost of +92pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**LINEAR DASH:** This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

## CESTUS ZEBEK

54 POINTS

|              | M | S  | T | A | C  | ADV | SDV | F | H |
|--------------|---|----|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 10 | 7 | 5 | 10 | 3   | 2   | 5 | 2 |

Cestus zebeks are often tasked to defend the flanks of Alliance fleets as well as grouping their attacks against key targets of opportunity.

## Unit Composition

- 2 Cestus Zebek

## Traits

- Alliance
- Italian
- Surface Unit
- Zebek
- Cestus Class

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- Focused Gunnery
- For Valour!
- Reinforced Waterline

**Squadron:** This Unit may include up to two additional models at a cost of +27pts per Model.

## Weapons

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

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**FOCUSED GUNNERY:** A single Attack with the Gunnery Quality by this Unit each Activation receives +2 Action Dice.



## CHASSEUR LEVANT STRIKE CRUISER

130 POINTS

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

*With the creation of the Magenta class, a new generation of levant cruiser was required to act as part of a levant battlefleet or independently as a powerful strike vessel or squadron. The Chasseur was developed with the latest in Emmanuelle Voliere's engineering breakthroughs to create the most manoeuvrable and heavily armed levant cruiser.*

## Unit Composition

- 1 Chasseur Levant Strike Cruiser

## Traits

- Alliance
- French
- Skimming Unit
- Levant Strike Cruiser
- Chasseur Class

## Special Rules

- Agile
- Coordinated Support
- **For Valour!**
- Levant Surge

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

## Weapons

- Gun Battery – F/P/S
- Heavy Rocket Battery – F/P/S
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- **Rolling Broadside P&S**

## Options:

- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model in the Unit may replace its Heavy Rocket Battery weapon with a Heavy Gun Battery or Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit **where not all Models have this rule.**

## CHARLEMAGNE HEAVY CRUISER

125 POINTS

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

*The Charlemagne heavy cruisers are amongst the most powerful class seagoing vessels in the French Navy. Successful Captaincy of a Charlemagne is seen by the French Admiralty as essential for future promotion prospects.*

## Unit Composition

- 1 Charlemagne Heavy Cruiser

## Traits

- Alliance
- French
- **Surface Unit**
- Heavy Cruiser
- Charlemagne Class

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- **For Valour!**
- Reinforced Waterline

**Squadron:** This Unit may include up to two additional models at a cost of +125pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.





## CHEVALIER CRUISER

105 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 2 | 7 | 4 | 6 | 12 | 3   | 3   | 7 | 4 |
| Crippled     | 2 | 6 | 3 | 6 | 11 | 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
- Surface Unit
- Cruiser
- Chevalier Class

## Special Rules

- Coordinated Support
- For Valour!
- Reinforced Waterline

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

## Weapons

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

## Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

## CORDOVA AEROGALLEON

130 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 2 | 8 | 7 | 6 | 12 | 5   | 0   | 6 | 4 |
| Crippled     | 2 | 7 | 6 | 6 | 11 | 4   | 0   | 5 | 3 |

*The Spanish are rightly proud of their elegant airships such as the Cordova class aerogalleon. Built three decades ago in the reign of Queen Isabella, on becoming regent, the Duke of Cadiz pledged the craft to the fledgling Alliance. With modernisation by French investment, the Spanish shipwrights have honed these airships into beautiful but deadly vessels of war.*

## Unit Composition

- 1 Cordova Aerogalleon

## Traits

- Alliance
- Spanish
- Aerial Unit
- Aerogalleon
- Cordova Class

## Special Rules

- Cloud Hunting
- Coordinated Support
- Dirigible Construction
- Flak Barrage
- For Valour!

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

## Weapons

- Heavy Gun Battery – F/P/S
- Gun Battery – F/P/S
- Aerial Torpedo Salvo – F
- Heavy Flak Broadside – P&S

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**CLOUD HUNTING:** Once per Activation, this Unit gains +3 to its Attack Action Dice Pool if the Initial target is an Aerial Unit.

**DIRIGIBLE CONSTRUCTION:** Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

**FLAK BARRAGE (HEAVY FLAK BROADSIDE):** At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice equal to the Point Blank lead value of the named weapon. Remove one Enemy SRS Token that is in contact with this Unit or a Friendly Unit within 15" for each Exploding Hit result.



## ECUYERE FRIGATE

100 POINTS

|              | M | S  | T | A | C  | ADV | SDV | F | H |
|--------------|---|----|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 11 | 8 | 5 | 10 | 3   | 2   | 4 | 2 |

*Named after the Ecuere, a fast courier ship that brought Louis Napoleon back to Arenenberg from New York to see his mother before she died. Multiple squadrons of these stalwart craft often accompany Alliance Battlefleets.*

## Unit Composition

- 4 Ecuere Frigates

## Traits

- Alliance
- French
- Surface Unit
- Frigate
- Ecuere Class

## Special Rules

- Attached Unit
- Coordinated Support
- For Valour!
- Giant Slayer
- Reinforced Waterline

## Weapons

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

**ATTACHED UNIT (FRENCH):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**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.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +25pts per Model.

## ELVAS OFFSHORE SUPPORT PLATFORM

65 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 2 | 0 | 0 | 5 | 12 | 4   | 4   | 8 | 3 |
| Crippled     | 2 | 0 | 0 | 5 | 10 | 3   | 3   | 8 | 3 |

*Seasoned Portuguese mariners work alongside skilled engineers and maintenance crews drawn from across the Alliance aboard the Elvas Offshore Support Platforms. Rarely deployed alone, these are often supported by Vasco Battle Platforms or Escorts.*

## Unit Composition

- 1 Elvas Offshore Support Platform

## Traits

- Alliance
- Portuguese
- Surface Unit
- Offshore Support Platform
- Elvas Class

## Special Rules

- Advanced Repair Facilities
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset
- Useful Freight

**Squadron:** This Unit may include up to two additional models at a cost of +65pts per Model.

## Weapons

- Gun Battery - 360
- Gun Battery - 360

## Options:

- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each.

**ADVANCED REPAIR FACILITIES (1):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**IMMOBILE:** This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

**USEFUL FREIGHT:** Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.



## EPAULARD ARTILLERY SUBMARINE

74 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 8 | 7 | 4 | 10 | 1   | 3   | 3 | 3 |

The tactical counterpart to the Sirene class, the Epaulard uses its secretive deployment to surface at a distance and employ its magnetic bombard to deadly effect.

## Unit Composition

- 2 Epaulard Artillery Submarines

## Traits

- Alliance
- French
- Submerged Unit
- Artillery Submarine
- Epaulard Class

## Special Rules

- Agile
- Coordinated Support
- For Valour!
- Spotter

## Weapons

- Magnetic Bombard – F

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**SPOTTER:** This Unit gains the Sustained Quality to any weapons with the Extreme Range Quality if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it. Furthermore, the Initial Target cannot benefit from being Obscured.

**Squadron:** This Unit may include up to two additional models at a cost of +37pts per Model.

## FURIEUX LEVANT GRAND CORVETTE

135 POINTS

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

The Furieux class originally began as a much smaller vessel more befitting the corvette designation. Over time her specifications and the requirements grew until it was necessary for a new classification to be applied. This 'Grand Corvette' is a formidable vessel acting as close naval support as well as rapidly launching legionnaire assaults.

## Unit Composition

- 1 Furieux Levant Grand Corvette

## Traits

- Alliance
- French
- Skimming Unit
- Levant Grand Corvette
- Furieux Class

## Special Rules

- Agile
- Attached Unit
- Coordinated Support
- For Valour!
- Heavy Escort
- Legionnaire Assault Pods
- Levant Surge

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +135pts per Model.

## Weapons

- Gun Battery – F/P/S
- Heavy Rocket Battery F/P/S
- Gun Battery – F/P/A
- Gun Battery – F/S/A

## Options:

- Any Model in the Unit may replace its Heavy Rocket Battery weapon with a Heavy Gun Battery or Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free, or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**ATTACHED UNIT (FRENCH, FLAGSHIP, SKIMMING UNIT):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**LEGIONNAIRE ASSAULT PODS:** This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Hazardous Quality. This rule does not apply to Supporting Assaults

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.





## GAMA WAR PLATFORM

160 POINTS

|              | M | S | T | A | C  | ADV | SDV | F  | H |
|--------------|---|---|---|---|----|-----|-----|----|---|
| Battle Ready | 3 | 0 | 0 | 5 | 12 | 5   | 5   | 11 | 6 |
| Crippled     | 3 | 0 | 0 | 5 | 10 | 4   | 4   | 10 | 6 |

*Built on the common design for Heavy Offshore Platforms found around the globe, the Portuguese Merchant Navy reinforced these trading posts to incorporate the latest Alliance armaments and defensive systems. These armoured atolls are part trade post and part heavy fortification, ideally suited for holding contested waters for Portugal and the Alliance.*

## Unit Composition

- 1 Gama War Platform

## Traits

- Alliance
- Portuguese
- Surface Unit
- War Platform
- Gama Class

## Special Rules

- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

## Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S

- Heavy Gun Battery – A/P
- Heavy Gun Battery – A/S

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts, Torpedo Turret for +13pts or a Heat Lancette for +15pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Magnetic, Shield or Shroud Generator for +2.5pts.
- The Unit may take up to two Escort Tokens for +8pts each.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**IMMOBILE:** This Unit has a Drift of zero and may not move. Treat Sturgenium Flare Critical Damage as Catastrophic Explosions instead.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

## GASCONY LEVANT MERCHANTMAN

105 POINTS

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

*The earlier classes of levant vessels still see service in the Alliance. The Gascony class was heavily refitted to serve as an armed merchantman. In convoys with commercial skimmer transports such as the Olympic class, the Gascony provides significant deterrent from pirates and raiders.*

## Unit Composition

- 1 Gascony Levant Merchantman

## Traits

- Alliance
- French
- Skimming Unit
- Levant Merchantman
- Gascony Class

## Special Rules

- Coordinated Support
- For Valour!
- Levant Surge
- Logistical Support
- Mine Layer
- Supply Depot

**Squadron:** This Unit may include up to two additional models at a cost of +10pts per Model.

## Weapons

- Heavy Rocket Battery – F/P/S
- Rocket Battery – A/P/S

## Options:

- Any Model in the Unit may replace its Heavy Rocket Battery weapon with a Heavy Gun Battery for free, a Heavy Magnetic Bombard for +3pts or a Heat Lance for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.

**LOGISTICAL SUPPORT:** This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

**MINE LAYER:** *Before Submerged Unit* Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**SUPPLY DEPOT:** Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Weapons on Friendly Units may re-roll blank results on the Limited Quality Action Die while within 7" of this Unit.



## GETTYSBURG HEAVY MONITOR

120 POINTS

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

*Gettysburg heavy monitors are showing their age after nearly two decades of war. Electrical problems make their facilities sparse, though the rugged design of these ships along with their lengthy battle honours make their crews extremely loyal to these veteran warships.*

## Unit Composition

- 1 Gettysburg Heavy Monitor

## Traits

- Alliance
- SUSA
- Surface Unit
- Heavy Monitor
- Gettysburg Class
- Paddlewheel

## Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Rebel Yell
- Minesweeper
- Tactical Cavitation

**Squadron:** This Unit may include up to two additional models at a cost of +120pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

**REBEL YELL:** Crippled Models with this rule still use the Battle Ready value of their weapons. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition. The Unit ignores the Conscripted Crew rule when making or defending an Assault against a Unit with the Union Trait.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.



## GLADIUS STRIKE CRUISER

102 POINTS

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

*Pride of the Castellammare di Stabia shipyards, the Gladius is a superb vessel. Optimised for long sea voyages with comfortable crew berths and excellent fresh-water reclamation systems, the Gladius is a popular assignment in the Regia Marina.*

## Unit Composition

- 1 Gladius Strike Cruiser

## Traits

- Alliance
- Italian
- Surface Unit
- Strike Cruiser
- Gladius Class

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- For Valour!
- Sharpshooter

**Squadron:** This Unit may include up to two additional models at a cost of +102pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**SHARPSHOOTER:** The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by this Unit.

## HOICHE LEVANT BOMBER CARRIER

125 POINTS

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

*The Hoiche had her fighter launch bays heavily reinforced and her munitions stores armoured to enable her to serve the levant fleet as a bomber carrier. Able to launch an entire squadron of Frelon heavy bombers, the Hoiche still mounts impressive weapons*

## Unit Composition

- 1 Hoiche Levant Bomber Carrier

## Traits

- Alliance
- French
- Skimming Unit
- Levant Bomber Carrier
- Hoiche Class

## Special Rules

- Combat Air Patrol
- Coordinated Support
- For Valour!
- Frelon Bombers (3/2)
- Levant Surge

**Squadron:** This Unit may include up to two additional models at a cost of +125pts per Model.

## Weapons

- Heavy Rocket Battery – F/P/S
- Rocket Battery – A/P/S
- Thermal Cluster Bombs - A

## Options:

- Any Model in the Unit may replace its Heavy Rocket Battery weapon with a Heavy Gun Battery for free, a Heavy Magnetic Bombard for +3pts or a Heat Lance for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

**COMBAT AIR PATROL:** Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

**FRELON BOMBERS (3/2):** The Frelon Bombers Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Frelon Bombers are SRS Tokens that are launched with a range of 30" and contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Frelon Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Frelon Bomber has the Sustained, Bomb and Hazardous Qualities. If the number of Frelon Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Frelon Bombers cannot make an SRS Recon Flight or SRS Mine Clearance but may use the Combat Air Patrol rule. Frelon Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.





## HONNEUR LEVANT DESTROYER

84 POINTS

|              | M | S  | T | A | C  | ADV | SDV | F | H |
|--------------|---|----|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 11 | 8 | 5 | 12 | 3   | 2   | 5 | 3 |

One of the most recent uses of levant engineering, the Honneur are remarkably well armed considering how much of the hull is taken up with the generators. Ammunition is a limited commodity on board however and it is common to have them deployed near resupply ships.

## Unit Composition

- 2 Honneur Levant Destroyers

## Traits

- Alliance
- French
- Skimming Unit
- Levant Destroyer
- Honneur Class

## Special Rules

- Agile
- Coordinated Support
- For Valour!
- Levant Surge
- Mine Sweeper

**Squadron:** This Unit may include up to four additional models at a cost of +42pts per Model.

## Weapons

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

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

## JUPITER SUPPORT CARRIER

120 POINTS

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

Before joining the Alliance, the Italians made little use of aircraft. When the Tetrarchy joined in 1856, the designs for the Republique's new Malinois strike fighter were amongst the first to be shared. The Jupiter class makes use of this excellent jet aircraft and has ensured that the finest traditions of the Italian Navy are carried into this new era of warfare.

## Unit Composition

- 1 Jupiter Support Carrier

## Traits

- Alliance
- Italian
- Surface Unit
- Support Carrier
- Jupiter Class

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- For Valour!
- Malinois Strike Fighters
- SRS Mine Clearance
- SRS Recon Flight
- SRS Capacity 4/3

**Squadron:** This Unit may include up to two additional models at a cost of +120pts per Model.

## Weapons

- Prow Ram - F
- Broadside – P&S
- Torpedo Salvo - F

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**COMBAT AIR PATROL:** Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.



## LOIRE LIGHT CRUISER

90 POINTS

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

*Loire light cruisers are at the forefront of Alliance Battlefleets and as such often the first to engage with the enemy. They provide screening and reconnaissance for the rest of the battlefleet and any commodore worth his salt will know how to make best use of any Loire's under their command.*

## Unit Composition

- 1 Loire Light Cruiser

## Traits

- Alliance
- French
- Surface Unit
- Light Cruiser
- Loire Class

## Special Rules

- Coordinated Support
- For Valour!
- Mine Sweeper
- Reinforced Waterline
- Vanguard

**Squadron:** This Unit may include up to two additional models at a cost of +90pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected

## MARSEILLES LEVANT SOLEX CRUISER

125 POINTS

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

*Originally a testbed for deploying Solex generator technology on a levant vessel, the Marseilles class now serves as a testbed for the new Francisco Solex Projector. Through thermal agitation, the projector increases the efficacy of attuned Heat Lances and Lancettes in range.*

## Unit Composition

- 1 Marseilles Levant Solex Cruiser

## Traits

- Alliance
- French
- Skimming Unit
- Levant Solex Cruiser
- Marseilles Class

## Special Rules

- Coordinated Support
- For Valour!
- Francisco Solex Projector
- Levant Surge

**Squadron:** This Unit may include up to two additional models at a cost of +125pts per Model.

## Weapons

- Heat Lance – F/P/S
- Heat Lancette – A/P/S
- Thermal Cluster Bombs - A

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.

**FRANCISCO SOLEX PROJECTOR:** This Model and Friendly Models within 10" of this Unit with a Mass of 2 or greater, counts as being equipped with a Solex Generator.



## PICARDY LITTORAL MONITOR

85 POINTS

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

Originally called Picardie, the region this was changed to the more Anglo-centric spelling in France since the Northern War of Bread and Eggs in 1644. Interestingly while the Archives Nationales have papers extending back to the 1700s that refer to it as Picardy, the Crown still spell it as Picardie, no doubt there is a reason lost to time for this.

## Unit Composition

- 1 Picardy Monitor

## Traits

- Alliance
- French
- Surface Unit
- Littoral Monitor
- Picardy Class

## Special Rules

- Coordinated Support
- For Valour!
- Maritime Patrol
- Reinforced Waterline
- Shallow Draught

**Squadron:** This Unit may include up to two additional models at a cost of +85pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**MARITIME PATROL:** Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

**SHALLOW DRAUGHT:** This Unit treats Treacherous Water as Open Water.

## PILUM MONITOR

85 POINTS

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

Crews of Pilum monitors are reminded that they are often the last line of defence for civilians and as such are assigned from recruits bailing from inland towns and cities of Italy. This ensures they understand what is truly at stake should an enemy vessel get past them and into Alliance territory.

## Unit Composition

- 1 Pilum Monitor

## Traits

- Alliance
- Italian
- Surface Unit
- Monitor
- Pilum Class

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- For Valour!
- Hammer Sweep
- Mine Sweeper

**Squadron:** This Unit may include up to two additional models at a cost of +85pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**HAMMER SWEEP:** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.





## PROVIDENCE MERCHANTMAN

62 POINTS

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

*For decades, the Providence class has supplied equipment and material around the Union and beyond. In this climate of increasing global tensions, these merchantmen are tasked with accessing difficult logistics and supply routes. The work of the Providence class and their crews are essential for a young expanding nation with the world arrayed against them.*

## Unit Composition

- 1 Providence Merchantman

## Traits

- Alliance
- SUSA
- Surface Unit
- Merchantman
- Providence Class
- Paddlewheel

## Special Rules

- Attached Unit
- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Rebel Yell
- Tactical Cavitation
- Useful Freight

## Weapons

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

## Options:

- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**ATTACHED UNIT (SUSA):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

**REBEL YELL:** Crippled Models with this rule still use the Battle Ready value of their weapons. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition. The Unit ignores the Conscripted Crew rule when making or defending an Assault against a Unit with the Union Trait.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.

**USEFUL FREIGHT:** Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.



## PUGIO DESTROYER

78 POINTS

|              | M | S  | T | A | C  | ADV | SDV | F | H |
|--------------|---|----|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 10 | 7 | 5 | 12 | 3   | 2   | 4 | 3 |

*Tough and potent for their size, packs of Pugio destroyers can be found in the vanguard of most Italian battlefleets.*

**Unit Composition**

- 2 Pugio Destroyers

**Traits**

- Alliance
- Italian
- Surface Unit
- Destroyer
- Pugio Class

**Special Rules**

- Ablative Flank Armour
- Coordinated Support
- Focused Gunnery
- For Valour!
- Reinforced Waterline

**Weapons**

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

**AUXILIARY MINE LAYER:** Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**PACK HUNTER:** This rule applies while the Unit numbers three or more Models. The Unit gains and additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

**Squadron:** This Unit may include up to four additional models at a cost of +39pts per Model.

## SAGITTA HUNTER SUBMARINE

80 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 7 | 7 | 4 | 10 | 1   | 3   | 3 | 3 |

*Developed from the French Sirene class, the Sagitta hunter submarine is a radical overhaul of the design by Italian shipwrights. The prow is enlarged significantly to launch an impressive salvo of torpedoes while the dorsal plating is designed to deploy sea mines.*

**Unit Composition**

- 2 Sagitta Submarines

**Traits**

- Alliance
- Italian
- Submerged Unit
- Hunter Submarine
- Sagitta Class

**Special Rules**

- Agile
- Auxiliary Mine Layer
- Coordinated Support
- For Valour!
- Pack Hunter

**Weapons**

- Torpedo Salvo – F

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**AUXILIARY MINE LAYER:** Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**PACK HUNTER:** This rule applies while the Unit numbers three or more Models. The Unit gains and additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

**Squadron:** This Unit may include up to two additional models at a cost of +40pts per Model.



## SARATOGA LITTORAL CRUISER

111 POINTS

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

*Saratoga class vessels are capable littoral cruisers or the Socialist Unity of South America. Their rear landing pads are used to deploy squads of Terminator assault troops aboard Pitcairn-Cierva manufactured Talon multi-mission autogyros.*

## Unit Composition

- 1 Saratoga Littoral Cruiser

## Traits

- Alliance
- SUSA
- Surface Unit
- Littoral Cruiser
- Saratoga Class
- Paddlewheel

## Special Rules

- Coastal Bombardment
- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Rebel Yell
- Tactical Cavitation
- Terminator Assault

**Squadron:** This Unit may include up to two additional models at a cost of +111pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- This Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**COASTAL BOMBARDMENT:** Models in this Unit may re-roll blanks when shooting at Ground Units with weapons that have the Gunnery Quality

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

**REBEL YELL:** Crippled Models with this rule still use the Battle Ready value of their weapons. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition. The Unit ignores the Conscripted Crew rule when making or defending an Assault against a Unit with the Union Trait.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.

**TERMINATOR ASSAULT:** This is a Special Operations Action that may be made by this Unit. All Models in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. These Tokens each contribute 5 Action Dice to an Assault made during this Unit's Activation. The Talon Autogyros count as the Assaulting Model, and they ignore Counter Assaults. They ignore this Unit's Conscripted Crew rule. Friendly SRS placed in contact with Initial Target may support the Autogyro Token Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.





## SCORPIO ARTILLERY CRUISER

130 POINTS

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

*The Rostratum ballista is one of the largest naval weapons used by the Italian Navy. Launching explosive tipped warheads on a Sturgenium alloy shaft, the weapon gives the Scorpio artillery cruiser remarkable penetrative power.*

## Unit Composition

- 1 Scorpio Artillery Cruiser

## Traits

- Alliance
- Italian
- Surface Unit
- Artillery Cruiser
- Scorpio Class

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- For Valour!
- Hammer Sweep
- Heavy Firepower

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

## Weapons

- Prow Ram - F
- Rostratum Naval Ballista - F
- Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

## Options:

- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lance for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**SPOTTER:** This Unit gains the Sustained Quality to any weapons with the Extreme Range Quality if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it. Furthermore, the Initial Target cannot benefit from being Obscured.



## SIRENE ATTACK SUBMARINE

80 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 8 | 7 | 4 | 10 | 1   | 3   | 3 | 3 |

Part of Napoleon's modernisation of the French navy, the Sirene is a powerful attack vessel able to close undetected until it surfaces with its deadly heat Lancette in range to do maximum damage to the enemy.

## Unit Composition

- 2 Sirene Submarines

## Weapons

- Heat Lancette – F

## Traits

- Alliance
- French
- Submerged Unit
- Attack Submarine
- Sirene Class

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

## Special Rules

- Agile
- Coordinated Support
- For Valour!
- Vanguard

**Squadron:** This Unit may include up to two additional models at a cost of +4opts per Model.

## SPATHA ATTACK CRUISER

130 POINTS

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

Used where other nations might deploy a heavy cruiser, the Spatha is a naval brawler. Capable of exchanging fire with powerful enemy vessels and holding their own, the Spatha crews prefer to do so while closing to ramming range.

## Unit Composition

- 1 Spatha Attack Cruiser

## Weapons

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

## Traits

- Alliance
- Italian
- Surface Unit
- Attack Cruiser
- Spatha Class

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

## Special Rules

- Ablative Flank Armour
- Coordinated Support
- For Valour!
- Hammer Sweep

**Squadron:** This Unit may include up to two additional models at a cost of +13opts per Model.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**HAMMER SWEEP:** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.



## SPRINGFIELD CORVETTE

100 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 1 | 9 | 7 | 5 | 10 | 3   | 2   | 6 | 2 |

*Corvettes are one of the smallest classifications of vessel in the fleet, with disproportionately powerful armament for their tonnage. The Springfield class has been in service for nearly twenty years, serving with distinction in the fleets of both the Union and the Confederacy.*

**Unit Composition**

- 4 Springfield Corvettes

**Traits**

- Alliance
- SUSA
- Surface Unit
- Corvette
- Springfield Class
- Paddlewheel

**Special Rules**

- Attached Unit
- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Heavy Escort
- Tactical Cavitation

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to four additional models at cost of +25pts per Model.

**Weapons**

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

**ATTACHED UNIT (SUSA, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.





## SUMTER LANDING SHIP

83 POINTS

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

Replicating a similar effort by the Union, the Arsenal de Marinha da Corte shipyard in Rio de Janeiro retrofitted the hulls of dozens of Providence class vessels as Sumter class landing ships. Designed to rapidly move troops and armour to key strike points, the Sumter also made use of the trusty Talon multi-mission autogyros to make assaults in support of landings.

## Unit Composition

- 1 Sumter Landing Ship

## Traits

- Alliance
- SUSA
- Surface Unit
- Landing Ship
- Sumter Class
- Paddlewheel

## Special Rules

- Conscripted Crew
- Contra Rotation
- Coordinated Support
- Landing Vessel
- Rebel Yell
- Tactical Cavitation
- Terminator Assault

## Squadron:

This Unit may include up to two additional models at a cost of +83pts per Model.

## Weapons

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

## Options:

- Any Model in the Unit may replace its Gun Battery with a Torpedo Turret for free, Rocket Battery for +3pts or a Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**CONSCRIPTED CREW:** This Unit counts Heavy Counters or Heavy Hits as a single success rather than two when involved in Assaults.

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

**LANDING VESSEL:** Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. During the Reserves Step of any Round where this Model is in contact with the Landing Zone, when a friendly Ground Unit becomes available from Reserve, it may be deployed within 2" of this Model rather than using any other deployment options. Once a Ground Unit has been deployed using this Model, then place this Model at least 2" from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

**REBEL YELL:** Crippled Models with this rule still use the Battle Ready value of their weapons. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition. The Unit ignores the Conscripted Crew rule when making or defending an Assault against a Unit with the Union Trait.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.

**TERMINATOR ASSAULT:** This is a Special Operations Action that may be made by this Unit. All Models in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. These Tokens each contribute 5 Action Dice to an Assault made during this Unit's Activation. The Talon Autogyros count as the Assaulting Model, and they ignore Counter Assaults. They ignore this Unit's Conscripted Crew rule. Friendly SRS placed in contact with Initial Target may support the Autogyro Token Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.



## VASCO BATTLE PLATFORM

55 POINTS

|              | M | S | T | A | C  | ADV | SDV | F | H |
|--------------|---|---|---|---|----|-----|-----|---|---|
| Battle Ready | 2 | 0 | 0 | 5 | 12 | 4   | 4   | 8 | 3 |
| Crippled     | 2 | 0 | 0 | 5 | 10 | 3   | 3   | 8 | 3 |

*The Alliance makes use of these Portuguese armed platforms to maintain a static defence of resource rich regions of the seas, to protect shipping lanes and reinforce disputed territorial claims.*

**Unit Composition**

- 1 Vasco Battle Platform

**Traits**

- Alliance
- Portuguese
- Surface Unit
- Battle Platform
- Vasco Class

**Special Rules**

- Attached Unit
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +55pts per Model.

**Weapons**

- Heavy Gun Battery - 360

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts, Torpedo Turret for +13pts or a Heat Lancette for +15pts. Each weapon has a 360 degree Fire Arc. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +8pts each.

**ATTACHED UNIT (PORTUGUESE):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**IMMOBILE:** This Unit has a Drift of zero and may not move. Treat Sturgenium Flare Critical Damage as Catastrophic Explosions instead.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.



## VOLIÈRE LEVANT STRIKE CARRIER

120 POINTS

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

*Named after Emmanuelle Voliere, the inventor of the Levant Generator, the latest generation of Levant vessel for the French navy combines an impressive compliment of Malinois strike fighter craft along with pinion mounted gun batteries to support the squadron's attack.*

**Unit Composition**

- 1 Voliere Levant Strike Carrier

**Weapons**

- Gun Battery – F/P/A
- Gun Battery – F/S/A

**Traits**

- Alliance
- French
- Skimming Unit
- Levant Strike Carrier
- Voliere Class

**Options:**

- Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for +5pts, or Heat Lancette for +10pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**COMBAT AIR PATROL:** Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

**Special Rules**

- Agile
- Combat Air Patrol
- Coordinated Support
- **For Valour!**
- Levant Surge
- **Malinois Strike Fighters**
- SRS Mine Clearance
- SRS Recon Flight
- SRS Capacity 4/2

**Squadron:** This Unit may include up to two additional models at a cost of +120pts per Model.





## VULCAN REPAIR SHIP

75 POINTS

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

*The Italians make the maintenance of their extensive navy a key tenet of their doctrine. Though several vessels have onboard repair facilities, the Vulcan sees deployment in large numbers as the primary maintenance vessel of the Italian navy.*

## Unit Composition

- 1 Vulcan Repair Ship

## Traits

- Alliance
- Italian
- Surface Unit
- Repair Ship
- Vulcan Class

## Special Rules

- Ablative Flank Armour
- Advanced Repair Facilities (2)
- Coordinated Support
- For Valour!

## Weapons

- Prow Ram - F
- Broadside – P&S
- Torpedo Salvo - F

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**ADVANCED REPAIR FACILITIES (2):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**ATTACHED UNIT (ITALIAN, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.