This document contains Model statistics for the **Black Wolf**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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**Version 1.0**

**Black Wolf Universal Rules**

- In some places, the Black Wolf is abbreviated as BW in the Force Guide.

**Black Wolf Commodore Rules**

**Commodore Traits**

- Black Wolf Commodores may always take the Spy Master Command trait instead of making a roll on the Command Trait table.
- Black Wolf Commodores (including Competitive Commodores) may exchange any Command Trait they have generated for the following trait:
- One Careful Owner: Persistent – When generating your force list a Black Wolf fleet may include a single Large model chosen from any non-Russian Coalition or non-Covenant of Antarctica Force list. This carefully purloined model is governed by the following rules:
  - This Model may never count as part of the Core Force, or towards any minimum requirements in the Force in general.
  - The Model retains any MARs, Munitions etc. that were part of its Profile, except those noted below.
  - The Model changes its Crew Type to Elite.
  - Any Support Aircraft Wings that are normally found accompanying the Model (using the Carrier or Squadron Support MARs) change to Black Wolf Fleet Support Aircraft Wings instead.
  - The Model may not deploy any additional Models due to the Squadron Support MAR.
  - The Model gains Strategic Value (50) Model Assigned Rule in addition to any other MARs. If the Model already has a Strategic Value, it increases the number listed in the brackets by 50!

**Mercenaries**

- Black Wolf Models may not be taken as allies by fleets selected from the Grand Coalition Super-Block
BLACK WOLF

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

*Brigante* Squadron
The Squadron MUST contain:
- 1x Nemesis Battle Cruiser (Parent Model)
- +1x Wraith Small Airship (Attached Models)
### Black Wolf Death Bringer

**Points**: 165

**Large Submarine Crew Type**: Elite

**Large Naval Capital Diving Model**

- **Minimum Move**: 2”
- **Turning Template**: 45-Degrees
- **Turn Limit**: 0”
- **Squadron Size**: 1

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<tbody>
<tr>
<td>Fore Guns (S)</td>
<td>15</td>
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<td>-</td>
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<tr>
<td>Fore Torpedoes (T)</td>
<td>-</td>
<td>12</td>
<td>11</td>
<td>10</td>
</tr>
</tbody>
</table>

**AP AA CC IR**

**MAR:**

- Ablative Armour (+2), Re-Enforced Bulkheads, Sharp Turn, Strategic Value (50)

**Options:**

- The Model has an Internal Kinetic Generator for no additional points
- The Model has the Devastating (Fore Guns) Munitions Type
- The Model has the High Payload (Torpedoes) Munitions Type

**Weaponary Arcs:**

- The Fore Guns (S) have a Fixed Channel Fore Fire Arc
- The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc

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### Black Wolf Nemesis

**Points**: 120

**Battle Cruiser Crew Type**: Elite

**Medium Naval Capital Model**

- **Minimum Move**: 2”
- **Turning Template**: Medium
- **Turn Limit**: 0”
- **Squadron Size**: 1

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<th>1</th>
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<tr>
<td>P/S Broadsides (S)</td>
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<tr>
<td>Rocket Battery (T)</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>-</td>
</tr>
</tbody>
</table>

**AP AA CC IR**

**MAR:**

- Ablative Armour (+1), Combat Patrol, Strategic Value (25)

**Options:**

- This Model has an Internal Kinetic Generator for no additional points
- This Model has the Devastating (Main Turrets) Munitions Type
- This Model may replace the Rocket Battery (T) for ONE of the Following:
  - An External Dilation Field (8”) Generator for an additional +10 points.
  - An External Guardian (2, 8” Protective=1) Generator for an additional +10 points.

**Weaponary Arcs:**

- ONE Main Turret (P) has a 270-degree Fore Fire Arc
- ONE Main Turret (P) has a 270-degree Aft Fire Arc
- The ONE Rocket Battery (T) has a 360-degree Fire Arc
- The P/S Broadsides (S) have a Broadside Fire Arc
### Black Wolf Manticore Points 115

**Support Skimmer**

- **Type:** Medium Naval Capital Surface Skimming Model
- **Minimum Move:** 2"
- **Turning Template:** Medium
- **Turn Limit:** 0"
- **Squadron Size:** 1

<table>
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<th>1</th>
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<th>3</th>
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<th>HP</th>
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<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
<tr>
<td>Main Turret (P)</td>
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<td>11</td>
<td>-</td>
<td>-</td>
<td>7</td>
<td>6</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

**Options:**

- Ablative Armour (+1), Combat Coordinator (BW, 8", Sustained Fire [Fore Guns, 1])
- Combat Patrol, Squadron Support (BW, Reaper Attack Subs, 6), Strategic Value (25)

**Weaponary Arcs:**

- Fore Guns (S): have a Fixed Channel Fore Fire Arc
- The ONE Rocket Battery (T) has a 360 degree Fire Arc
- The ONE Main Turret (P) has a 270-degree Fore Fire Arc

### Black Wolf Cyclops Points 75

**Assault Cruiser**

- **Type:** Medium Capital Naval Model
- **Minimum Move:** 2"
- **Turning Template:** Medium
- **Turn Limit:** 0"
- **Squadron Size:** 2-3

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>CR</th>
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<th>HP</th>
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<td>4</td>
<td>6</td>
<td>7&quot;</td>
<td>5</td>
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<tr>
<td>Rocket Battery (T)</td>
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<td>6</td>
<td>7</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
</tbody>
</table>

**Options:**

- Ablative Armour (+1), Terror Tactics (1)

**Weaponary Arcs:**

- The ONE Main Turret (P) has a 270 degree Fore Arc of Fire
- The ONE Rocket Battery (T) has a 360-degree Arc of Fire

This Model has an Internal Kinetic Generator for no additional points cost
This Model has the Devastating (Main Turret) Munitions Type
This Model has the Lethal (Rocket Battery) Munitions Type
ONE Main Turret (P) has a 270 degree Fore Arc of Fire
ONE Rocket Battery (T) has a 360-degree Arc of Fire
### Black Wolf Fury
- **Points**: 25
- **Crew Type**: Reckless
- **Ship Type**: Frigate
- **Model**: Small Naval
- **Minimum Move**: 2"
- **Turning Template**: Small
- **Turn Limit**: 0"
- **Squadron Size**: 2-4

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>CR</th>
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<td>2</td>
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</table>

**MAR:**
- Attachment (BW, Naval Medium, 3), Small Target
- The Model has the Devastating (Fore Guns) Munitions Type.

**Weaponary Arcs:**
- The Fore Guns (S) have a Fixed Channel Fore Fire Arc

### Black Wolf Reaper
- **Points**: 10
- **Crew Type**: N/A
- **Ship Type**: Attack Submarine
- **Model**: Tiny Naval Diving
- **Minimum Move**: 0"
- **Turning Template**: 360-Degrees
- **Turn Limit**: 0"
- **Squadron Size**: Squadron Support Only

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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</table>

**MAR:**
- Difficult Target, Elusive Target
- None

**Weaponary Arcs:**
- The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc
### Black Wolf Chimera

**Points:** 80  
**Grew Type:** Elite

| Medium Airship | Points | 80  

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<tr>
<td>Rocket Battery (T)</td>
<td>6</td>
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<td>8</td>
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<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
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<td>Bomb Bays (T)</td>
<td>-</td>
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<td>-</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>3</td>
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</tbody>
</table>

**MAR:**  
- Advanced Engines (+2”), Hunter (Aerial, Rockets, +1)

**Options:**  
- The Model has the Devastating (Fore Guns) Munitions Type.

**Weaponry Arcs:**  
- The Fore Guns (S) have a Fixed Channel Fore Fire Arc  
- The Rocket Battery has a 360-degree Fire Arc

### Black Wolf Retribution

**Points:** 170  
**Grew Type:** Elite

<table>
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<tr>
<th>Sky Fortress</th>
<th>Points</th>
<th>170</th>
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<td>5”</td>
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<td>Rocket Battery (T)</td>
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<td>Bomb Bays (T)</td>
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<td>-</td>
<td>8</td>
<td>7</td>
<td>7</td>
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</table>

**MAR:**  
- Ablative Armour (+2), Carrier (6, 1X5 Wings), Fuel Reserves, Strategic Value (50)

**Options:**  
- The Model has the Devastating (Fore Guns) Munitions Type.
- The Model has an Internal Kinetic Generator for no additional points.
- The Model may replace a single Rocket Battery (T) for an External Dilation Field (8”) Generator for an additional +15 points.

**Weaponry Arcs:**  
- The Fore Guns (S) have a Fixed Channel Fore Fire Arc  
- The TWO Rocket Batteries have a 360 degree Fire Arc  
- The TWO Bomb Bays have a 2” Range and 360 degree Fire Arc
### Black Wolf Forward Landing Field

<table>
<thead>
<tr>
<th>Universal Fortification</th>
<th>Points</th>
<th>115</th>
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<td><strong>Grew Type:</strong> Non-Combatant</td>
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<tr>
<td><strong>Massive Universal Fortification Model</strong></td>
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<td><strong>Minimum Move:</strong> 0&quot;</td>
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<td><strong>Turning Template:</strong> 0&quot;</td>
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<td><strong>Turn Limit:</strong> 0&quot;</td>
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<td><strong>Squadron Size:</strong> 1</td>
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#### Quad Turret (S)

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<td>MV</td>
<td>0&quot;</td>
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<tr>
<td>HP</td>
<td>6</td>
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</table>

**MAR:** Carrier (9, 2X4 Wings), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable

**Options:** None

**Weaponary Arcs:**
- ONE Quad Turret (S) has a 270-degree Fore Fire Arc
- ONE Quad Turret (S) has a 270-degree Aft Fire Arc

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### Support Aircraft Squadron Rules

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Move</th>
<th>AD</th>
<th>AA</th>
<th>MARS</th>
<th>DR</th>
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<td><strong>Crew Type:</strong></td>
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<td>Acrobatic Pilots, Hunter (Aerial +1)</td>
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<td>Dive Bomber</td>
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<td>1</td>
<td>Acrobatic Pilots Hunter (Surface +1)</td>
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<tr>
<td>Torpedo Bomber</td>
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<td>1</td>
<td>Hunter (Diving, +2)</td>
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**Black Wolf Aces:** The following Support Aircraft Squadrons in the Black Wolf Fleet Force may upgrade ONE of their Wings to be an Ace for +10 points: Fighters and Dive Bombers

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### Black Wolf Wraith

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<th>Airship</th>
<th>Wraith</th>
<th>Points</th>
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</table>

#### Quad Turret (S)

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**MAR:** Small Target

**Options:** None

**Weaponary Arcs:**
- ONE Quad Turret (S) has a 270-degree Fore Fire Arc
- ONE Quad Turret (S) has a 270-degree Aft Fire Arc