

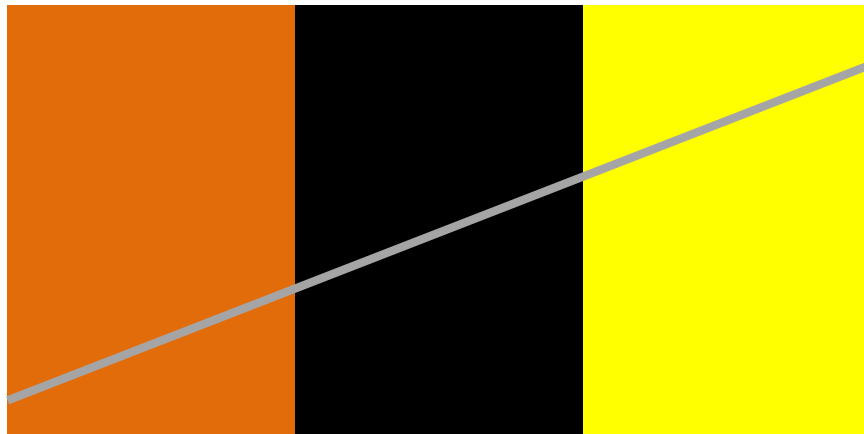
This document contains Model statistics for the **Canons de Zibeline Mercenary Company**. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

These statistics have been made available as a free download to support the **Commodore** and **Admiral Edition Rulebooks**. The contents of these documents have been made available to the community for personal use only.

Revisions to this document will occur at various times. Please check the online forum at www.spartangames.co.uk or www.manbattlestations.com for the latest version of this document. This document and the force concept were created by forum user MajorMcNicol.

Version 0.94

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CANONS DE ZIBELINE

UNIVERSAL RULES FOR THE CANONS DE ZIBELINE

- All Canons de Zibeline models are considered to have the Die Hard Model Assigned Rule where applicable.
- In some places, the Canons de Zibeline is abbreviated as C.d.Z. in the Force Guide.

COMMAND ABILITIES

Each Game Turn a Canons de Zibeline player can have their Commodore perform ONE of the following Command Abilities:

- Safe Passage – One model within 8” of the Commodore’s model may re-roll a failed Treacherous Terrain Test.
- Pass the Tools – One model within 8” of the Commodore’s model may re-roll a single failed Repair attempt.
- Stand up and be Counted – A Squadron within 8” of the Commodore’s model may re-roll a single failed Disorder Test.

COMMODORE DOCTRINES

In addition to their Command Abilities, all Canons de Zibeline Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent among the Canons de Zibeline upper management.

- Wrath of the Orange, Black, and Yellow – This Ability is activated in the Consolidation Step of a Squadron’s Command Segment. Models within 8” of the Commodore’s model have the Long Range Assault MAR until the end of the turn.
- Forced Compliance – ONCE per game, if a single Capital enemy model is Prized as a result of a Boarding Assault by Canons de Zibeline troops, then the Canons de Zibeline player may elect to Assume Command of the enemy model instead of Prizing it. If he or she does so, then the model targeted by this special ability IMMEDIATELY gains an Activation Marker if it does not already have one. In addition, the Canons de Zibeline player does not gain the VPs for Prizing, and instead the model is considered to be Lost as a Derelict, suffering HP loss in the End Phase as normal! The model becomes part of the Canons de Zibeline force for all intents and purposes. However, a model with Drones or Support Aircraft may NOT use Carrier Points.

The Guns of Sable: Force Overview

Founded by Enslow Walker in 1868 with only a single ship and an overstrength crew of volunteers, the Canons de Zibeline (C.d.Z.) mercenary company has thrived on the current world war. Already by the summer of 1872 they boast several dozen ships available for hire. Walker has garnered a growing fortune by a combination of security contracts, smuggling deals, legitimate trade, and even some piracy, albeit mostly against other non-state actors – Enslow is careful not to offend too many potential clients. “Commander” Walker maintains control over an exceptionally diverse force of guns-for-hire through business acumen, personal charisma, and, at times, ruthless violence.

Walker himself was born near Quebec in 1833, the son of a French-Canadian mother and a Scottish father. By the age of 15 he was a full sailor, and became a veteran of ship-to-ship combat by the age of 19. He founded the C.d.Z. at the age of 35, striking out on his own in the vast Pacific Ocean. Creating a base of operations somewhere in the south Pacific, his mercenary company is now available to hire.



The mercenaries were given the sobriquet “the Jack-O-Lantern company” by derisive Federated States naval officers, playing off the distinctive orange-yellow-black color scheme. The company’s official name derives from their practice of painting all weaponry a sooty black, ordered by Walker for apocryphal reasons.

The hireable strength of the C.d.Z. consists of a variety of ocean-going ship classes:

- Large capital ships vary considerably in the C.d.Z., such as an Olympic class troop transport liner converted to a flotilla command vessel
- Support carriers, purchased from free shipyards in South America
- Pocket cruisers, Britannian-sourced armored barges customized with Empire of the Blazing Sun ordnance
- Super destroyers of an unclear origin, boasting twin turret load-outs
- Combat escorts, created from captured Chinese Federation frigates
- Attack frigates, bought, rebuilt, and/or stolen from Danish manufacturers
- Scout corvettes, up-armored and up-gunned from civilian vessels

The C.d.Z. also has limited access to conventional aeroplanes, older generations of fighters and reconnaissance patterns produced in the Federated States of America and sold as surplus. There are also rumors of armored, weaponized reconnaissance blimps, possibly of original design.

Canons de Zibeline		Le Léviathan					Pts		115
Command Ship					Crew Type - Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Deck Mortars (S)	5	4	1	-	6	9	6"	7	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	12	4	4	7	

LARGE NAVAL CAPITAL MODEL**Minimum Move:** 2"**Turning Template:** Large**Turn Limit:** 0"**Squadron Size:** 1**Model Assigned Rules:** Advanced Engines (2"), Long Range Assault, Sustained Assault (2), Redoubtable**Options:** None**Weaponry Arcs:** The ONE Deck Mortar battery (S) has a 360° Fire Arc

Canons de Zibeline		Petit Boxeur					Pts		50
Pocket Cruiser					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	11	8	3	1	4	6	9"	4	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	5	3	2	3	

MEDIUM NAVAL MODEL**Minimum Move:** 2"**Turning Template:** Medium**Turn Limit:** 0"**Squadron Size:** 2-3**Model Assigned Rules:** Rugged Construction (1), Isolated Systems (5+)**Options:** None**Weaponry Arcs:** The ONE Main Turret (P) has a 270° Fore Fire Arc

Canons de Zibeline		La Riposte					Pts			45
Super Destroyer					Crew Type - Regular					
RB	1	2	3	4	DR	CR	MV	HP		
Gun Turret (S)	6	4	3	1	4	6	10"	3		
-	-	-	-	-	AP	AA	CC	IR		
-	-	-	-	-	3	2	2	4		

MEDIUM NAVAL MODEL**Minimum Move:** 2"**Turning Template:** Medium**Turn Limit:** 0"**Squadron Size:** 2-3**Model Assigned Rules:** Advanced Engines (2"), Pack Tactics**Options:** This Model has the Concussive (*Gun Turret*) Munitions Type**Weaponry Arcs:** The ONE Gun Turret (S) has a 270 degree Fore Fire Arc

The ONE Gun Turret (S) has a 270 degree Aft Fire Arc

Canons de Zibeline		Ami Chinois					Pts			30
Combat Escort					Crew Type - Defensive					
RB	1	2	3	4	DR	CR	MV	HP		
Fore Cannon (S)	5	4	2	-	4	5	10"	2		
P/S Broadships (S)	5	4	2	-	AP	AA	CC	IR		
-	-	-	-	-	2	2	2	1		

SMALL NAVAL MODEL**Minimum Move:** 2"**Turning Template:** Small**Turn Limit:** 0"**Squadron Size:** Attachment Only**Model Assigned Rules:** Attachment (CdZ: Large & Massive Naval, 2), Small Target**Options:** None**Weaponry Arcs:** The ONE Fore Cannon (S) has a Fixed Channel Fore Fire Arc

The P/S Broadships (S) have a Broadside Fire Arc

Canons de Zibeline		Le Emprunt				Pts			25
Frigate					Crew Type - Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Turret (S)	5	3	1	-	3	5	13"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	2	2	

SMALL NAVAL MODEL

Minimum Move: 2"
Turning Template: Small
Turn Limit: 0"
Squadron Size: 2-5
Model Assigned Rules: Elusive Target, Small Target, Sharp Turn, Directed Fire (*Concussion Charges*)
Options: None
Weaponry Arcs: The ONE Turret (S) has a 270 degree Fore Fire Arc

Canons de Zibeline		Luxe Rapide				Pts			20
Corvette					Crew Type - Reckless				
RB	1	2	3	4	DR	CR	MV	HP	
Turret (S)	5	3	-	-	3	4	15"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	1	1	1	

SMALL NAVAL MODEL

Minimum Move: 2"
Turning Template: Small
Turn Limit: 0"
Squadron Size: 3-6
Model Assigned Rules: Elusive Target, Small Target, Sharp Turn
Options: None
Weaponry Arcs: The ONE Turret (S) has a 360 degree Fire Arc

Support Aircraft Squadron Rules

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Vertical Dive, Hunter (Aerial, +1)	2	1
Dive Bomber	12"	3	1	Big Fuel Tanks, Hunter (Surface, +1)	2	1
Reconnaissance Plane	16"	0	2	Acrobatic Pilots, Heavy Ack Ack, Spotter (Expert)	2	1

Canons de Zibeline Aces: The following Support Aircraft Squadrons in the Canons de Zibeline Force may upgrade ONE of their Wings to Aces for +10 points: Fighter Plane, Dive Bomber, Reconnaissance Plane.