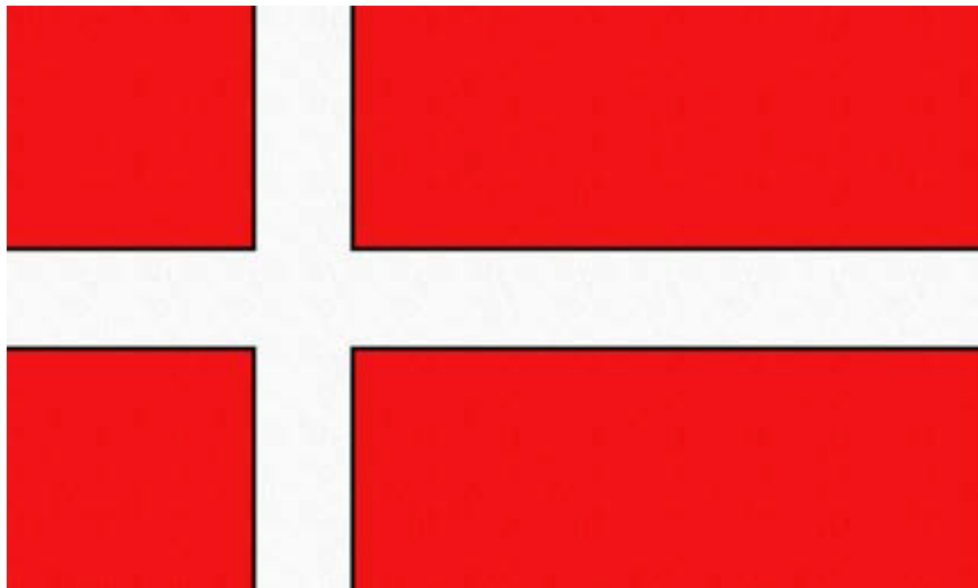


This document contains Model statistics for the **Kingdom of Denmark**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

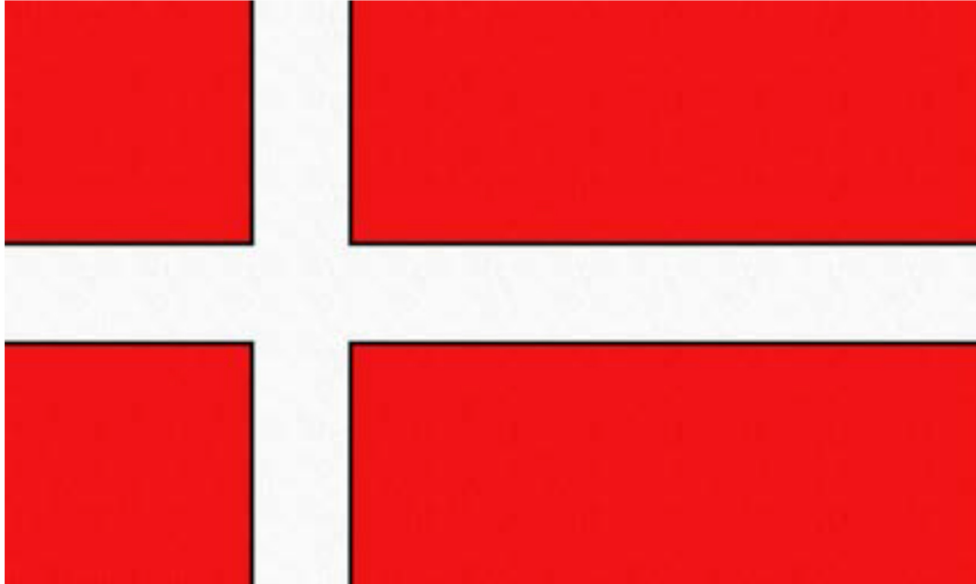
These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at [www.spartangames.co.uk](http://www.spartangames.co.uk) for the latest version of this document.



**Version 1.0**

# KINGDOM OF DENMARK



**Fleet Quality = 2**

## KINGDOM OF DENMARK MODEL ASSIGNED RULES

### Expert Minelayers

*To best control and defend the waterways between the many islands of their nation the Kingdom of Denmark makes extensive use of minefields. Their preference for such weapons has been carried into their modernised military units with fast moving squadrons herding their foes into prepared kill zones.*

A Fleet consisting entirely of Kingdom of Denmark Models always counts as having double the number of squadrons with the *Minelayer MAR* as their opponent\*. Kingdom of Denmark minefields are removed from play when they have detonated 5 times. Kingdom of Denmark Models are not affected by minefields they move through.

*\*If both players in a game are using a Kingdom of Denmark force no Minefields are placed.*

# KINGDOM OF DENMARK BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Kingdom of Denmark player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

## CORE BATTLE GROUP

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.

## RECON BATTLE GROUP

<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<i>“We are ready to react at a moment’s notice.”</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.


## SURFACE ASSAULT BATTLE GROUP


<b>Large Squadrons</b>	1 Asgard Heavy Battlecarrier <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	1 Fafnir Light Sky Fortress Squadron
<b>Small Squadrons</b>	1 Magni Assault Airship Squadron
<b>SPECIAL RULE</b>	<i>“Endless Aircraft”</i> When resolving Bombing Runs, Attack Runs or Interceptions launched from squadrons in this Battlegroup do not reduce successes due to damage or disorder markers.


<b>LEND LEASE NAVAL BATTLE GROUP</b>	
<b>Large Squadrons</b>	1 Kaiser Karl Battleship (Lead Squadron)
<b>Medium Squadrons</b>	1-2 Königsberg Battle Cruiser Squadrons 0-1 Havel Light Carrier Squadron
<b>Small Squadrons</b>	1-2 Stolz Destroyer Squadrons
<b>SPECIAL RULE</b>	<i>"Lend Lease"</i> These Models may only be fielded as part of this Specialist Battle Group. These Models are Kingdom of Denmark Models.

<b>ALLIANCE NAVAL BATTLE GROUP</b>	
<b>Large Squadrons</b>	1 Ragnarok Battleship (Lead Squadron)
<b>Medium Squadrons</b>	1-2 Sigurd Cruiser Squadrons 0-1 Fafnir Light Sky Fortress Squadron
<b>Small Squadrons</b>	1-2 Kosor Corvette Squadrons
<b>SPECIAL RULE</b>	<i>"We fight for the Imperial Bond!"</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <ul style="list-style-type: none"> <li>• Empire of the Blazing Sun</li> <li>• Prussian Empire</li> <li>• Republic of France</li> <li>• Scandinavian Teutonic Order</li> </ul>


# LARGE NAVAL MODELS


 <b>RAGGNAROK POCKET BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		140
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	7	7	3	2	6
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	14	12	6
<i>Gunnery Turret</i>		<i>A/P/S</i>	<i>Massed Fire</i>	7	6	3
<i>Standard Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	8	6	-
MARs	<i>Disruption Generator, Mine Layer</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Watcher</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount.					


 <b>KAISER KARL BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		215
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	9	9	8	4	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	12	9	0
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	14	12	6
<i>Gunnery Turret</i>		<i>A/P/S</i>	<i>Massed Fire</i>	7	6	3
<i>Tesla Battery</i>		<i>F</i>	<i>Lethal</i>	12	8	6
MARs	-					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Wächter</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 <b>ASGARD HEAVY BATTLE CARRIER</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	9	8	5	3	11
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	14	12	7
<i>Gunnery Turret Battery</i>		F/P/S	<i>Massed Fire</i>	10	8	-
<b>Fighters</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Bombers</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (2), Combat Deployment (Tyr Assault Boats, 6)</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Watcher</b> Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount.					


## MEDIUM NAVAL MODELS

 <b>MK1. SKAGERRAK GUNSHIP</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
11"	5	5	4	2	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		F/P/S	<i>Massed Fire</i>	6	5	3
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	5	3	-
MARs	<i>Disruption Generator</i>					
Special Rules	<b>Advanced Generator:</b> This Model always applies at least 1 Disorder Token when using its Disruption Generator (even if the dice result would usually result in no token being placed).					


 <b>MK2. SKAGERRAK GUNSHIP</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
11"	5	5	4	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Turret Battery</b>		F/P/S	<i>Massed Fire</i>	9	7	4
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	5	3	-
MARs	-					

 <b>KÖNIGSBERG BATTLECRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	6	6	6	5	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	6	5	-
<i>Gunnery</i> <b>Turret Battery</b>		F/P/S	<i>Massed Fire</i>	14	8	6
<i>Tesla Battery</i>		360°	<i>Lethal</i>	10	9	-
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	<b>Squadron Support:</b> This Squadron may have 0-3 Naval <b>Wächter</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 <b>SIGURD CRUISER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	5	5	5	2	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> <b>Turret</b>		F/P/S	<i>Massed Fire</i>	6	5	3
MARs	<i>Minelayer, Special Forces (1)</i>					


 <b>HAVEL LIGHT CARRIER</b>							
Medium Model							
PLAYTEST DOCUMENT					Points		90
					Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP	
10"	5	5	3	2	2	4	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard BroadSides</i>		<i>P+S</i>	<i>Massed Fire</i>	9	7	-	
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-	
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-	
MARs	<i>Carrier (1), Minelayer, Disruption Generator</i>						
Special Rules	<b>Squadron Support:</b> Should this Squadron be taken as a single model it may have 0-3 Naval <b>Wächter</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount						


## SMALL NAVAL MODELS

 <b>STOLZ DESTROYER</b>							
Small Naval Model							
PLAYTEST DOCUMENT					Points		40
					Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP	
12"	4	2	3	2	1	2	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Non-Aerial), Massed Fire, Punishing</i>	6	4	-	
MARs	<i>Small Target</i>						



		<b>KOSOR CORVETTE</b>				
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
15"	3	2	2	1	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	4	-	-
<b>MARs</b>		<i>Minelayer, Small Target</i>				

		<b>WÄCHTER ESCORT</b>				
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	3	2	1	1	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	3	-	-
<b>MARs</b>		<i>Escort, Small Target</i>				


		<b>TYR ASSAULT BOAT</b>				
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
12"	2	1	1	1	0	See Below
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>		<i>Independent Move, Small Target, Special Forces (1)</i>				
<b>Special Rules</b>		<p><b>Combat Deployment</b> - This model may only be deployed via a Boston Class Assault Submersible.</p> <p><b>Low-Value Resource</b> – The opponent scores IVP for every <b>TWO</b> models destroyed.</p>				


## LARGE AERIAL MODELS

		<b>GEWITTERWOLKE AIRSHIP</b>				
		<b>Large Aerial Model</b>				
PLAYTEST DOCUMENT				<b>Points</b>		165
				<b>Squadron Size</b>		1
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>4</b>	<b>2</b>	<b>7</b>
7"	8	8	9			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Tesla Fixed Weapon</i>		F	<i>Lethal Massed Fire</i>	15	12	3
<i>Tesla BroadSides</i>		P+S	<i>Disruption</i>	10	8	-
<i>Bombs</i>		360°	-	15	-	-
<b>MARs</b>		<i>Disruption Generator, Elite Crew, Security Posts (1)</i>				


## MEDIUM AERIAL MODELS


		<b>ADLER HEAVY BOMBER</b>				
		<b>Medium Aerial Model</b>				
PLAYTEST DOCUMENT				<b>Points</b>		110
				<b>Squadron Size</b>		1
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>4</b>	<b>2</b>	<b>4</b>
8"	7	6	4			
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Tesla Battery</i>		F	<i>Lethal</i>	8	5	3
<i>Tesla Battery</i>		360°	<i>Lethal</i>	9	6	-
<i>Tesla Bombs</i>		360°	<i>Lethal, Hunter (Surface)</i>	14	-	-
<b>MARs</b>		<i>Disruption Generator, Security Posts (2)</i>				
<b>Special Rules</b>		<b>Momentum:</b> This model has a 4" drift move.				


 <b>FAFNIR LIGHT SKY FORTRESS</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	5	4	2	1	5
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	6	5	3
<i>Gunnery Turret</i>		<i>A/P/S</i>	<i>Massed Fire</i>	6	5	3
<i>Bombs</i>		360°	<i>Hunter (Surface)</i>	6	-	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (1), Disruption Generator</i>					

 <b>GEIER BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Fixed Weapon</i>		F	<i>Lethal, Hunter (Surface)</i>	6	5	3
<i>Tesla Fixed Weapon</i>		A	<i>Lethal</i>	6	-	-
<i>Tesla Bombs</i>		360°	<i>Lethal</i>	7	-	-
MARs	-					
Special Rules	<i>Momentum: This model has a 4" drift move.</i>					

## SMALL AERIAL MODELS

	<b>MAGNI ASSAULT AIRSHIP</b>						
Small Aerial Model							
PLAYTEST DOCUMENT				Points		30	
				Squadron Size		3-4	
				Move	DR	HP	CP
	12"	4	2	2	2	0	I
Weapon		Arc	MAR	PB	EF	LR	
-		-	-	-	-	-	
<b>MARs</b>	<i>Independent Move, Small Target, Special Forces (1)</i>						

	<b>SPEERWURF STRIKE AIRSHIP</b>						
Small Aerial Model							
PLAYTEST DOCUMENT				Points		30	
				Squadron Size		3-5	
				Move	DR	HP	CP
	12"	3	2	2	2	0	I
Weapon		Arc	MAR	PB	EF	LR	
<i>Tesla Battery</i>		<i>360°</i>	<i>Lethal, Hunter (Submerged)</i>	4	-	-	
<b>MARs</b>	<i>Small Target</i>						

	<b>JAGER STRIKE AIRSHIP</b>						
Small Aerial Model							
PLAYTEST DOCUMENT				Points		30	
				Squadron Size		3-5	
				Move	DR	HP	CP
	12"	3	2	2	2	0	I
Weapon		Arc	MAR	PB	EF	LR	
<i>Tesla Battery</i>		<i>360°</i>	<i>Lethal Hunter (Aerial)</i>	4	-	-	
<b>MARs</b>	<i>Small Target</i>						