

This document contains Model statistics for **Operational Assets**. 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.

# OPERATIONAL ASSETS

**Fleet Quality = 1**

## USING OPERATIONAL ASSETS IN GAMES

<b>Merchant Vessels</b>	Merchant vessels may be taken as part of an Operational Assets Battlegroup as detailed below. Certain scenarios may also require Merchant vessels. This will be included in the scenario rules.
<b>Landing Craft</b>	<p>If an Armoured Squadron must be deployed on water (i.e. there is no Land in their deployment zone) then it is automatically embarked on a Landing craft of the same size class as the squadron (in the case of a Squadron containing several different size classes the largest must be used) for no additional points cost. The Landing Craft has the <i>Combat Deployment MAR</i> for the embarked Squadron.</p> <p>While the Squadron is embarked add its combined CP and <a href="#">Act.D</a> values to that of the Landing Craft.</p> <p>After a Landing Craft has deployed its embarked Squadron is it removed from the table.</p>
<b>Buildings</b>	Certain Buildings may be included in Battle Groups. This will be denoted in their individual unit entries. Certain scenarios may also require Buildings. This will be included in the scenario rules.

*Designers note: Operational Assets can add a great sense of narrative to a game. Some scenarios available to download from the Spartan Games website make use of Operational Assets, but we would encourage you, the players, to use your imagination to think of innovative ways to use these units in your games.*

# OPERATIONAL ASSETS BATTLE GROUP RULES

- Operational Assets can only be added to another Force. They may not be fielded as a Force in their own right.

## OPERATIONAL ASSETS BATTLE GROUP

<b>Large Squadrons</b>	0-1 Titan Troopship
<b>Medium Squadrons</b>	2-3 Merchantmen Squadrons 0-1 Support Carrier Squadrons
<b>Small Squadrons</b>	1-2 Hercules Trawler Squadrons
<b>SPECIAL RULE</b>	<p style="text-align: center;"><i>“Ubiquitous Support”</i></p> <p>Any Force may include one Operational Assets Battlegroup. This Battlegroup is not considered to be a Core or Narrative Battlegroup and is taken in addition to the normal Battlegroup requirements. Operational Assets Battle Groups do not have a Lead Squadron and thus do not award the Lead Squadron Kill Bonus if applicable.</p>

## LARGE NAVAL MODELS

<b>TITAN TROOP TRANSPORT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6	8	7	10	4	2	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	Security Posts (2)					
<b>Special Rules</b>	<p><b>Troop Re-enforcement:</b> Friendly Models within Point Blank range of this Model count as having the <i>Diehard Crew</i> MAR.</p> <p><b>Non-Combatant:</b> This Model may not launch Boarding Assaults.</p>					

## MEDIUM NAVAL MODELS

<b>HERMES MERCHANTMEN</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		35
				Squadron Size		*
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
8"	5	4	4	2	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	-					
<b>Special Rules</b>	<p><b>Mixed Squadron:</b> Merchantmen Squadrons must contain between 1 and 6 Models. Any number of Models in the Squadron may be Hermes Merchantmen.</p> <p><b>Non-Combatant:</b> This Model may not launch Boarding Assaults.</p>					

<b>HERMES ARMED MERCHANTMEN</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		*
				Move	DR	HP
8"	5	4	4	2	1	
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	-	4	3	-
Standard Torpedo Battery		A/P/S	-	5	4	-
MARs	-					
Special Rules	<p><b>Mixed Squadron:</b> Merchantmen Squadrons must contain between 1 and 6 Models. Any number of Models in the Squadron may be Hermes Armed Merchantmen.</p> <p><b>Q Ships:</b> When a squadron containing Hermes Armed Merchantmen is deployed they may be represented by a Hermes Merchantman Model. Make note of which Merchantmen are the Q Ships. The Q Ship is revealed the first time it declares an attack, at which point replace the model with the appropriate Armed Merchantmen.*</p> <p><i>*An easy way to do this is to simply add the appropriate Weapon Drop On components to the relevant Model.</i></p>					

<b>VULKAN REPAIR SHIP</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		*
				Move	DR	HP
8"	5	4	4	2	1	2
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Repair (1)					
Special Rules	<p><b>Mixed Squadron:</b> Merchantmen Squadrons must contain between 1 and 6 Models. Up to 2 Models in the Squadron may be Vulkan Repair Ships.</p> <p><b>Non-Combatant:</b> This Model may not launch Boarding Assaults.</p>					

<b>APOLLO SUPPORT CARRIER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
Bombers		360°	Hunter (Non-Aerial)	5	5	-
Fighters		360°	Hunter (Aerial)	5	5	-
MARs	Carrier (1)					

## SMALL NAVAL MODELS

<b>HERCULES TRAWLER</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
Depth Charges		360°	Hunter (Submerged)	3	-	-
MARs	Small Target					

# LANDING BARGE MODELS

<b>LARGE LANDING BARGE</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		N/a
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	8	2	3	3	N/a
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Combat Deployment (X)</i>					
Special Rules	<b>Non-Combatant:</b> This Model may not launch Boarding Assaults.					

<b>MEDIUM LANDING BARGE</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		N/a
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	6	1	2	3	N/a
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Combat Deployment (X)</i>					
Special Rules	<b>Non-Combatant:</b> This Model may not launch Boarding Assaults.					

<b>SMALL LANDING BARGE</b>						
Small Naval Model						
PLAYTEST DOCUMENT				Points		N/a
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	5	3	0	1	1	N/a
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Small Target, Combat Deployment (X)</i>					
Special Rules	<b>Non-Combatant:</b> This Model may not launch Boarding Assaults.					

# BUILDINGS

<b>SEA FORT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points	100	
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	8	10	8	5	4	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Mortar Battery</i>		360°	<i>Indirect Fire</i>	-	12	-
<i>Gunnery Battery</i>		360°	<i>Hunter (Aerial), Massed Fire</i>	10	6	-
MARs	<i>Security Posts (2)</i>					
Special Rules	<p><b>Military Asset:</b> 0-1 of these Squadrons may be taken as part of a Fortifications Battle Group.</p> <p><b>Varied Configurations:</b> This Model is armed with EITHER the <i>Standard Mortar Battery</i> OR the <i>Gunnery Battery</i>. Not both.</p>					

<b>STURGINIUM RIG</b>						
Large Multi-Purpose Model						
PLAYTEST DOCUMENT				Points	N/a	
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	9	15	8	6	4	10
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (2)</i>					
Special Rules	<p><b>Combustible:</b> If this Model is destroyed all Models within 4" are targeted by a <b>20AD</b> attack.</p> <p><b>Non-Combatant:</b> This Model may not launch Boarding Assaults.</p>					



<b>HARBOUR COMPLEX</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	7	10	8	4	4	5
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (2), Repair (2)					
Special Rules	<b>Military Asset:</b> 0-1 of these Squadrons may be taken as part of a Fortifications Battle Group.					

<b>CAPITOL BUILDING</b>						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		N/a
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	7	8	4	2	2	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (2)					
Special Rules	<b>Non-Combatant:</b> This Model may not launch Boarding Assaults.					

<b>AERGIA OIL RIG</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		N/a
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	7	6	4	2	3	2
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (2)					
Special Rules	<b>Combustible:</b> If this Model is destroyed all Models within 4" are targeted by a <b>I2AD</b> attack.					
Special Rules	<b>Non-Combatant:</b> This Model may not launch Boarding Assaults.					

<b>PRISON TOWER</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	8	6	8	6	5	7
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (2)					
Special Rules	<p><b>Military Asset:</b> 0-1 of these Squadrons may be taken as part of a Fortifications Battle Group.</p> <p><b>Shield Amplifier:</b> Friendly Models in Point Blank Range of this Model may re-roll one dice when resolving <b>Passive Defence</b>.</p>					