

-

This document contains Model statistics for the **Royal Australians**. 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 for the latest version of this document.



ROYAL AUSTRALIANS



Fleet Quality = 2

ROYAL AUSTRALIAN MODEL ASSIGNED RULES	
Forced Compliance	<p><i>Australian boarding parties have a fearsome reputation throughout the world. Their hardened fighters specialise in commandeering their unfortunate targets through a mix of rough and ready technical know-how and intimidation.</i></p> <p>In a Boarding Assault in which a Royal Australian Squadron is the attacker, if the Royal Australian Squadron causes DOUBLE (or more) hits, then in addition to the usual effects they may resolve one attack with one weapon system on the target model against another enemy squadron reducing successes for damage as normal.</p>

ROYAL AUSTRALIAN BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Royal Australian 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

Large Squadrons	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<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

Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<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.


ALLIANCE NAVAL BATTLE GROUP


Large Squadrons	1 Cerberus Battleship <i>(Lead Squadron)</i>
Medium Squadrons	1 Victoria Monitor Squadron 0-1 Tasmania Tender Cruiser Squadron
Small Squadrons	1-2 Protector Frigate Squadrons
SPECIAL RULE	<i>“We Fight for the Grand Alliance!”</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <ul style="list-style-type: none"> • Federated States of America • Kingdom of Britannia • Russian Coalition • Indian Raj • East India Merchant Company

LARGE NAVAL MODELS


 CERBERUS BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		155
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	7	8	5	3	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	10	8	5
<i>Standard Turret</i>		<i>A/P/S</i>	<i>Punishing</i>	10	8	5
<i>Gunnery Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	8	4	-
MARs	<i>Die Hard Crew</i>					
Special Rules	<p>Convertible Generator: When targeted by an Attack this model may elect to increase its Pas.D to 5. If it does so then if the attack causes a roll on the damage table then this Model takes an additional Disorder Token in addition to other effects.</p> <p>Squadron Support: This Squadron may have 0-2 Naval Protector Frigates Attached, increasing the points cost of the Squadron by the appropriate amount.</p>					


MEDIUM NAVAL MODELS

 VICTORIA MONITOR						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	6	6	6	4	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		<i>F</i>	<i>Punishing</i>	8	12	4
<i>Gunnery Broadside</i>		<i>P+S</i>	<i>Massed Fire</i>	5	3	-
MARs	<i>Die Hard Crew, Disruption Generator</i>					


		TASMANIA TENDER CRUISER				
Medium Naval Model						
PLAYTEST DOCUMENT				Points		95
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	5	4	3	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	10	8	5
MARs	<i>Combat Deployment (Crocodiles, 4), Die Hard Crew</i>					
Special Rules	Massed Assault: This Squadron must deploy their entire compliment of Crocodile Assault Submarines at the same time, becoming an Activation in their own right.					


SMALL NAVAL MODELS

		PROTECTOR FRIGATE				
Small Naval Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-4
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	5	4	-
MARs	<i>Die Hard Crew, Escort, Small Target</i>					


 CROCODILE ASSAULT SUBMARINE						
Small Naval Diving Model						
PLAYTEST DOCUMENT				Points		N/a
PLAYTEST DOCUMENT				Squadron Size		N/a
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	2	1	1	0	0	See Below
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Fearless, Small Target, Special forces (1)</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Crocodile)</i> MAR. Low-Value Resource – The opponent scores IVP for every TWO models destroyed.					

LARGE AERIAL MODELS


 HARRIER SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		190
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	7	7	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	-	8	7	5
<i>Standard Turret</i>		<i>A/P/S</i>	-	8	7	5
Bombs		360°	<i>Punishing</i>	16	-	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2) , Die Hard Crew, Minelayer, Elite Crew</i>					
Special Rules	Mine Racks: This Squadron counts as two Squadrons when calculating which player has the largest number of <i>Mine Layers</i>					

		OSPREY WAR ROTOR				
Large Aerial Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	9	5	6	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	-	8	7	4
<i>Standard Turret</i>		A/P/S	-	8	7	4
Bombs		360°	<i>Punishing</i>	18	-	-
MARs		<i>Die Hard Crew, Elite Crew, Independent Move</i>				

MEDIUM AERIAL MODELS

		KESTRAL SCOUT ROTOR				
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	5	4	4	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	<i>Punishing</i>	5	7	3
Bombs		360°	<i>Punishing</i>	7	-	-
MARs		<i>Die Hard Crew, Independent Move</i>				

SMALL AERIAL MODELS

				GOSHAWK LIGHT INTERCEPTOR		
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
15"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F	<i>Hunter (Aerial), Punishing</i>	5	1	-
MARs		<i>Die Hard Crew, Small Target</i>				