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

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Version 1.1

FREE AUSTRALIANS



Fleet Quality = 2

FREE AUSTRALIAN MODEL ASSIGNED RULES

Forced Compliance

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.

In a Boarding Assault in which a Free Australian Squadron is the attacker, if the Free 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.

FREE AUSTRALIAN BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Free 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.


MERCENARY NAVAL BATTLE GROUP


Large Squadrons	1 Bounty Battleship <i>(Lead Squadron)</i>
Medium Squadrons	1 Victoria Monitor Squadron 0-1 Siruis Tender Cruiser Squadron
Small Squadrons	1-2 Protector Frigate Squadrons
SPECIAL RULE	<i>“Guns for Hire”</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <ul style="list-style-type: none"> • Covenant of Antarctica • Empire of the Blazing Sun • Prussian Empire

LARGE NAVAL MODELS


 BOUNTY BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		165
				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>Energy Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	8	8	8
<i>Energy Turret</i>		<i>A/P/S</i>	<i>Punishing</i>	8	8	8
<i>Gunnery Broadside</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 add 1 to any attacker roll on the Damage Table.</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>					


		SIRIUS 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>Energy Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	7	7	7
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		25
					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
					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, Independent Move, Small Target, Special Forces (1)</i>						
Special Rules	<p>Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Crocodile)</i> MAR.</p> <p>Low-Value Resource – The opponent scores IVP for every TWO models destroyed.</p>						

LARGE AERIAL MODELS


 HARRIER SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
				Move	DR	HP
6"	8	9	7	7	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	-	8	7	5
<i>Standard Turret</i>		A/P/S	-	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
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
9"	5	5	4	4	3	3
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	Punishing	5	6	3
Bombs		360°	Punishing	7	-	-
MARs	Die Hard Crew, Independent Move					

SMALL AERIAL MODELS

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